

THE FUN BOOK

Parties.

by EDNA GEISTER



PRESENTED TO THE
HOME ECONOMICS EXTENSION DEPARTMENT
UNIVERSITY OF ILLINOIS
BY
MRS. SPENCER EWING



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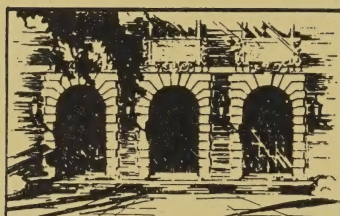
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THE FUN BOOK

EDNA GEISTER



THE FUN BOOK

*Stunts for Every Month
in the Year*

BY

EDNA GEISTER

ADVISOR AND DIRECTOR OF RECREATION

*Author of "Let's Play," "It Is to Laugh," "Ice-Breakers
and The Ice-Breaker Herself," etc.*



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THE FUN BOOK. I

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~~THE~~ LIFE STUDIES

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The different chapters include discussions of Decorations, Personal and House; Mixers; Group Games; Stunts; Contests; Tricks; Partners and Refreshments; Chapter VII being devoted especially to Out-of-Door and Picnic Events.

THE FUN BOOK

THE FUN BOOK

CHAPTER I

JANUARY

For Either Large or Small Groups

Baby Show.

January is the month in which to show cute baby pictures of the guests present. They are displayed as lantern slides while the group guesses what burly individual in the crowd could possibly have started life as dimpled a cherub as the one in the photograph.

This is a good way for wives to get even with husbands—to respond to the urgent request for baby pictures by bringing their husbands' earliest likenesses.

There is such an appreciative response when a dimpled darling is shown on the screen and the crowd, trying to be funny, guesses it to be Mr. Burns, the head of the Rotary Club. But that appreciative response is as nothing compared to the hilarious uproar that greets the leader's "Correct!"

Baby Caps.

Because January is the infant month of the year it would be fitting for the committee to prepare infant headgear for all the guests. A sheet of either white tissue or white crepe paper about sixteen by twenty-four

inches, with a strip long enough to tie around the neck with a small bow in front will provide an exquisite baby cap. It is by no means amiss to have "milliners" at the door to help guests make and put on their baby caps, the making process being a matter of putting the large piece of paper over their heads and fastening it on securely by means of the tie with a coquettish white bow under the chin.

If anyone thinks it might detract from the fun of an evening to have all the guests, men and girls alike, cavorting about with dainty white baby caps on their heads—let that "anyone" try it. Mayor Neilan's pink face framed in a frilly crepe paper cap with an adorable chin bow is a sight not soon to be forgotten.

Resolute Greetings.

The committee has written out resolutions on little slips of paper, enough of them so that every guest may have one to wear pinned on his shoulder. Then as guests greet each other they may say only, "Happy New Year. I resolve to give up using snuff!" or whatever resolution the committee has so thoughtfully prepared for them.

Many of the resolutions are duplicated in a large crowd, but it makes no difference as long as every vicarious resolution is as impossible as possible!

Compulsory Resolutions.

January is the month in which perfectly good resolutions are made—and broken. To remind guests of their duty to resolve a thing or two, large signs are hung on all sides bearing delicate suggestions for resolutions. The following are typical:



1. I resolve to control my wife's temper.
2. I resolve to lose fifty pounds.
3. I resolve to sing in the choir.
4. I resolve to smile sweetly when dinner is not ready.
5. I resolve to make a new man out of my husband.
6. I resolve to do what I please.

Guests are invited, or rather, warned, to pay strict attention to these resolutions and to sign their name to at least five of them. Later in the evening these signs are taken down and the names of the signees read, together with the resolutions. A check-up is then taken and any guest whose name has not been signed to the necessary number of resolutions is called to the platform. The other guests are then given the great privilege and even greater pleasure of choosing the five resolutions he should have signed.

It will be found that 100 per cent of the men will resolve to control the temper of their wives.

Limited Sociability.

To start the year aright guests are asked to be social but only within certain limits. They are asked to form in groups according to the month in which their birthdays come. After the different months have assembled an announcement is made to the effect that January is to go and call on June, February on November, March on July, etc., etc., and that the only topic of conversation allowed is one of flattery, each month telling the other month how wonderful it is. The leader has "snoopers" about who detect anyone making conversation on any other subject. Their names are listed and they are by no means forgotten.

There is another rule to the effect that members of

each month must hold each other's hands on their way over to visit other months. Also, in the two minutes allowed for visiting there must be constant handshaking.

After two minutes a new visiting list is read, the Aprils having to visit the Decembers, etc., etc., the one topic of conversation allowed being just what April thinks of the way December acts in church and vice versa, opinions being delivered in no uncertain terms.

If the guests have survived their individual arraignments a third and last visiting list is read, and when the various groups have found each other they are informed that they are to entertain one another by singing heartily any song they choose.

Guests will be either social or extinct after this last effort at sociability.

Conceited Calendar.

Just after the above game, while guests are still divided into their monthly groups, each month is asked to show in no vague way why that particular month is the most interesting and worthwhile of all the months. In each group there should be a leader who has ready a suggestion for that group, some stunt which will portray the big outstanding event of that month. Stunts should be as far-fetched and foolish as possible.

January shows resolutions made—and broken. March is both “fresh” and “green.”

The group whose stunt is chosen by the judges as being the most impossible (although no announcement has been made to that effect beforehand) gets the prize—and the ridicule of the other months.

The Straight and Narrow Path.

A racecourse for each contestant is marked out by a string stretched across the length of the room. Contestants are given opera glasses and are asked to show to the assembled multitude how straight and narrow a path they are going to follow in the coming year, by walking along their piece of string and at the same time looking through the large end of the glasses.

The outlook for a straight and narrow path for the community for the coming year will be a poor one if judged by the results of this contest.

Vicarious Bad Habits.

Each guest has been asked to bring something that he wishes to throw away as symbolic of his bad habits. Those who forget to do so are gladly furnished with such symbols of such habits by the committee members who have put deep and "with-evil-intent" thought on the subject. When all the guests have arrived each guest changes his symbol for that of someone else. All guests are then lined up and in turn they are to mount the platform, place the discarded bad habit on the table, tell whose bad habit it was and just why it is being thrown away.

There is positively no rule against the imagination running riot. At one New Year church party the minister innocently brought a stick of gum to throw away as symbolic of one bad habit being overcome. The choirmaster's wife got the gum and when her turn came went into elaborate explanation as to why the minister was giving up the gum-chewing habit. She told of his loose, false back tooth; how the last time he was chewing gum, when he took it out in his preparations for

prayer meeting he was in such a hurry that the gum got mixed up with the tooth and he swallowed them both—and the tooth not yet paid for!

The Slippery Slide.

To make this event successful the floor should be fairly well polished and slippery. There are eight contestants, paired off in twos to make four teams. Each team is given a small rug and at the signal the first runner on each team puts his left foot on the rug and the right one on the floor. He then starts propelling himself down the room just as a child propels a scooter, using the right foot as the motive power and keeping the left one on the rug. At the far end of the room opposite each team is stationed a human post around whom the scooter must go. He then returns to give the rug to the second member of his team who goes through the same performance.

Mature and substantial citizens of a community have been known to acquire real skill and real speed in this Slippery Slide!

A Snappy Happy New Year.

Each guest is provided with from five to ten bright red tags in each of which is stuck a pin, the number of the tags varying with the size of the group. An announcement is made to the effect that any guest who can grasp the right hand of any other guest, shake that hand, make a deep bow and say, "Happy New Year to you!" is privileged to pin a red tag on the back of that friend whom he took unawares. The first three to dispose of all their tags in this way get a prize—and will have earned it. The first three on whose back repose

a full quota of tags are put on the list of victims slated for a later reckoning.

There will inevitably be a great deal of altercation, but it is just as inevitable that such altercation will be of the friendly, foolish kind. However, the leader's announcement makes it plain that a few rules must be observed, namely:

1. A person's right hand must not be clasped in his left, thereby making it impossible for another guest to grasp his right hand. (We say "*His* right hand" advisedly. No *lady* would employ such methods!)

2. The one who first reached out to grasp a hand is the one who is privileged to tag. If right hands go out simultaneously to meet each other it is called a draw and neither one may tag the other.

3. It is absolutely essential to shake hands, bow, and say "Happy New Year to you!" and say it with a grin.

Courage.

Four of the women who owe a fine are asked to stand facing the group. Each one is given a toy balloon of the sausage variety and told that the one who first blows her balloon to the point where it explodes will be given a prize and that the last one to explode her balloon will have to pay any penalty the other three contestants decide upon.

Well——! It takes real courage to blow up a balloon or anything else to the point where it will explode before your very face. Then too, if you happen to be fat and of the type that can hold in just so long and then must laugh or burst—the steady blowing up of a balloon is no laughing matter.

Virtuous Tableaux.

Guests are divided into groups according to directions for the division of groups under Suggestions to Leaders. Each group is then given ten minutes in which to prepare a stunt that will show the virtue which that particular group is to practice for the coming year. When the ten minutes are up each group in turn is called out to perform, and must continue performing until the audience guesses the virtue they are portraying. The group that gives the best stunt is given a double share of refreshments.

It is a wise plan for a leader to have at hand a list of "virtues" as suggestions. The following list is typical: 1. Go to church. (No group needs help on pantomiming *that* stunt!) 2. Pay one's bills. 3. Tell the truth on all occasions.

Chin Chin.

Three of the men on the list of legal victims are politely but firmly requested to play "Chin Chin." A sheet is spread out on the floor, the three men being asked to kneel on one end of it and then to push the cotton snowball with which each one has been provided to the other end. Chins only may be used as pushers.

Double chins serve as admirable pushers.

Sticky Snowballs.

Four delinquents are cordially invited to participate in a snowball race. Four snowballs are hung in the doorway between two rooms. These snowballs are apples which have had a light coat of white syrup put on them, after which they were dipped in powdered sugar and then again covered lightly with white syrup. They are

suspended on rubber strings in an open doorway. Each contestant is assigned a snowball and when the signal is given they race to see which can first get three bites.

The one who succeeds surely deserves a prize, while all of them deserve a bit of soap and water. A swinging snowball is at best hard enough to catch with one's teeth, but a swinging snowball suspended on rubber and covered with syrup offers food for thought!

Initial Resolves.

Just before refreshments each guest is given a card on which is written "I resolve to _____." He is asked to write his name on it and fill in the blank with the resolution he is prepared to make regarding his conduct in the coming year. The only requirement is that the resolution is to be made up of two words, which words are to begin with the initial of the resolver's name. A typical card reads as follows: "Fred Jarvey, I resolve to Forget Jennie."

Each card is pinned on its owner's back and it is the business of guests to go about getting resolutions together with the resolvee's names. They are to get as many of these as possible but not to let anyone get theirs. After ten minutes a count is called for and the one who got the most is asked to stand before the group and read aloud the resolutions together with the names of the resolvers he has gathered.

Some embarrassing disclosures are inevitable.

Golash!

Women contestants are divided into two lines. The first one in each line is given a pair of large, very floppy golashes. At the signal these two put on their

golashes without buckling them and run to the goal and return, giving their golashes to the next runner. This continues until all members of both teams have run the course, à la golashes.

This race is as hard to look at as it is to run!

Stork Race.

Men contestants are divided into lines of equal length. The first player in each line takes his right ankle in his left foot, hops to the goal and returns to the starting point where he touches off the next runner. This continues until all the players of a line have hopped to the goal and back.

The winning line may name some stunt which all the losers must perform. That is, all losers who are not permanently crippled.

Refreshments.

The committee may arrange the food on a table past which each guest is invited to file and help himself to refreshments, the only requirement being that every guest is to show the spirit with which he is meeting the New Year by singing lustily some song other than those his neighbors are singing!

This has been known to turn out to be harder on the committee than on the performers.

For Small Group

Duties.

Each guest writes out what he considers to be the duty of an honest and upright citizen. These duties are then collected, mixed and passed around again and each guest is asked to sign the name of his right-hand neighbor. After a final collecting and mixing and passing out,

these duties are then read aloud together with the names of the people whose names are written on them.

It would be a bit embarrassing for the ladies in the Old Folks Home if the principal of the High School followed instructions and did his duty every Sunday afternoon by singing sentimental solos for their entertainment.

Advance Fashions.

Guests are paired off into couples and are asked to show their conception of what the coming year will bring as to new fashions. Impromptu properties such as hat trimmings, ribbons, old-fashioned hats and clothing of any and every description, newspapers, pins, paste, etc., are made available.

After some ten or fifteen minutes of preparation the fashion show starts, each couple in turn parading for the benefit of the other guests. The couple which shows the most startling originality in its conception of coming fashions gets the prize.

Extinct Fashions.

This may be played backwards and with pencil and paper instead of with real clothes. Each guest is asked to name five articles which will probably become extinct within the coming year, in each case giving his reason, as well as describing the article which will probably replace the old one.

My Diary.

Guests are given sheets of paper, on the left of which are written the days of the week. Each guest is to sign his name at the top, fold it over and pass it on to his

right-hand neighbor. Then each player fills in the blank opposite Monday with a four or five word account of what he did on Monday. After this is folded over and passed on he does the same for Tuesday on the new diary handed to him, and so it continues until the week's diary is completed.

Then each guest reads aloud the complete week's diary he holds, being very careful first to give the name at the top of the paper, the supposed writer of that wild diary. One president of a bank whose diary was made and read in this way learned that on Monday he had had a henna rinse; on Tuesday had attended a musicale; on Wednesday a sewing bee; on Thursday he had pickled pears; on Friday he had cleaned the pantry; on Saturday had made over his little lace dinner dress; and on Sunday he had washed his teeth.

I Confess!

Immediately upon entering the door each guest is handed a slip of paper on which he is to write his name. After being folded so that the name does not show, those belonging to the men are dropped in one basket while those of the girls go into another. Later in the evening, perhaps just before refreshments, each man is asked to take one of the slips out of the girls' basket, while the girls take a slip out of the men's basket. Then, without looking at the names on their folded slips of paper guests are to write out a confession, using these words: "I confess that I _____," filling in the blank with their confessions which must number at least two words.

These confessions are again collected, mixed up indiscriminately, and just after refreshments passed around,

each person being asked to read aloud the confession on his paper together with the name signed to it.

It is hardly necessary to go into detail as to Bill Huber's feelings when he hears the pretty school teacher read aloud the confession she holds which tells the wide and interested world that "I confess that I use curl papers. Signed, Bill Huber."

Pantomime Resolutions.

Guests are divided into two groups, the groups taking turn in pantomiming resolutions until the other side guesses what resolution is being portrayed.

Ambitions.

Each guest in turn is to pantomime the thing which as a child he most longed to be. The others guess his ambition.

In the next round each guest is to demonstrate his childhood conception of the last word in looks. Fat Miss Butterfield, showing her High School ambition to look slinky is a sight for tired eyes.

Vicarious Resolutions.

Each guest is given a slip of paper on which is written the name of some other guest, for which other guest he is to write a stern resolution. After having performed this pleasant duty guests sign their own names on the backs of these resolutions and turn them in to the hostess, who then proceeds to read aloud the resolution and the person it was written for, leaving it to that unfortunate person to guess who wrote it. If he guesses correctly he can demand any forfeit he chooses of his resolving friend.

Vicarious Wishes.

The above game may be used with wishes rather than resolutions. It doesn't take Dr. Marmon an hour or two to guess that it was his wife who wished that he would lose his false tooth, and when he demands that she sing a solo as a forfeit he has the backing of the whole group!

A Resolute Story.

Resolutions are made out for other guests as in Vicarious Resolutions, but instead of being read aloud they are given to the hostess who has prepared a story in which blanks have been left. When they are ready the hostess reads this story aloud and whenever she comes to a blank she puts in one of these resolutions. This usually results in "The hero rushes madly down the hill resolving that I, Mrs. Henry Stowell, will never again dye my mustache!"

I Make My Will.

Each guest is asked to write out his will giving away five of his most precious possessions. However, he is not allowed to say to whom he wishes to give those possessions. When he has listed his five possessions he folds the paper so the list cannot be read. When the hostess gives the signal he passes this list to his right-hand neighbor, in turn receiving one from his left-hand neighbor. Each guest is then to write out the names of five people to whom the possessions are to be willed, folds over his paper and again passes it to the right.

The third and last time each one is to write out five "uses," one for each of these possessions. The wills are

then collected, mixed and passed around and in turn, read aloud.

The guests are delighted to learn that Deacon Prouty wills his false teeth to Mrs. Barnes for decorative purposes.

Refreshments.

To find partners have a snowball fight. An imaginary line is drawn across the middle of the room about ten feet off the floor, the men standing on one side the line and the girls on the other. The girls are given strict orders not to move for any reason whatsoever, while the men are asked to turn their backs to the girls and to number off. Each man is then given a snowball and in turn, according to their numbers, they are to throw their snowballs backwards over towards the group of girls. As soon as the hostess sees which girl the snowball of man No. 1 hit she calls out, "Mr. Graham hit Violet Derby!" and the two become partners. Immediately No. 2 throws his snowball backwards and the girl he hits becomes his partner, and so it goes until all the men have hit a partner.

If a snowball does not hit anyone the girl nearest it picks it up and the man who threw it must try again. Snowballs are made by making small balls of cotton, tying a piece of white thread around them, putting a bit of glue on them and then sprinkling them with diamond dust.

All snowballs must be turned in after the snowball fight!

Then, as partners pass before the tables on which the refreshments have been placed, no guest is allowed to help himself until he tells the refreshment committee

what he promises to give up eating in the coming year. If stomachs could tell tales!

Note: The following games written up elsewhere in the book may be used for January parties:

1. *Leap Year Partners*. See Dramatic Partnership. In this case the girls do the performing, and are called upon to do men's occupations.

2. *Leap Year Hunt*. Any of the Hunts described in the February chapter may be used if mittens instead of hearts are hidden.

3. See the Hallowe'en Witch. Father Time takes the part of the witch and pointing at the different guests in turn, makes out very-much-to-the-point resolutions for them.

4. See Nicknames. Guests use the names they would have chosen for themselves had they been given a choice.

5. See Celebrities, and Great Men. Guests use their own names.

6. See Hooray! George Washington is replaced by Father Time.

CHAPTER II

FEBRUARY

For Either Large or Small Groups

Heart-y Singing.

After guests have found partners through the grand march they are asked to break ranks and look for the little hearts hidden all over the room.

But—no man is allowed to pick up a heart. Instead, as soon as he finds one he puts his finger on it and immediately sings up the scale to his partner. As soon as he has done this she may pick up the heart, but not before.

Committee members warn them that they will be vigilant in looking for violators of this rule; that any girl found picking up a heart before her partner has sung up the scale to her will be given considerable publicity later, her partner making a “personal appearance” with her. Nor is it enough to sing up the scale for the first heart. It must be repeated for every heart.

For those with truly musical ears this game is somewhat of a hardship. The two who find the most hearts are given a kazoo in appreciation of their nimbleness and musical ability, while the two who found the least are gently but firmly asked to sing a duet.

Intermittent Heart Hunt.

In this hunt for hidden hearts—truly a game of the ages!—a sudden toot of the leader's whistle calls for an immediate halt. Even if players are in the very act of picking up a nice, red heart they must resist temptation, quickly find their partners, join the line of march and continue in it until another whistle gives them the signal to hunt again.

This continues for two more rounds. Then all hearts are counted and a record is given to the leader as the players march past her. The man and the girl who found the most hearts are admitted to be the most agile guests present, so they will be given an opportunity to show their speed in the next event, a race. The two who found the least are deemed the slowest, and as an incentive to speed up they are obliged to race against the two winners.

All players are then asked to march past an impromptu refreshment committee and exchange their paper hearts for an equal number of more honest-to-goodness hearts.

Noah's Ark.

Still another kind of hunt is this Noah's Ark version. The entire group is divided into smaller groups by using the grand march to line guests up in rows of eight. Each group of eight then forms an "animal family," the leader telling the different groups what animal they are to be. One group is to be dogs, another group roosters, another group pigs, and so on. The dog group can talk in bow-bows only, the rooster group in cock-a-doodle-does, and the pigs in oi-oi.

After each group has chosen a leader the signal for

the hunt is given and they all start out to hunt for the hidden hearts. But when they find a heart, instead of picking it up they are to put a finger on it and call for their leader by using their animal calls. The dogs "Bow-wow!" until their leader hears them and comes over to pick up the heart. None but leaders are allowed to pick up hearts, the other players using their animal calls to signal to their leaders that they have found a heart.

After about five minutes of this the call for counting is given. The group that found the most hearts is privileged to act as audience while all the other groups must in turn, and with much gusto, give their animal calls for a full minute for the entertainment of the audience.

Perhaps the words "privileged" and "entertainment" are poorly chosen!

Hooray!

The leader stands out before the group and makes a speech on which she has put just a little preparation. This speech should be freely interspersed with mention of George Washington. Every time she says his name she is to raise either her right or her left hand, or both hands in gestures.

If she raises her right hand the group must cry "Hooray!" until she lowers it; and if her left hand, they are to clap vigorously; if both hands, they are to clap and shout "Hooray!" until she lowers her hands. Anyone who does the wrong thing at any time is to come up and stand beside her in front of the others.

She will have two-thirds of the group beside her before she has made half her speech.

VI - Personal Messages. Have each one write a personal message using the letters in the arranged order as the first letters of the message.

I Am a Great Man. *Person.*

A player who is a fluent talker is chosen to start this game. He stands before the group and starts to boast about himself, stopping after each sentence for the handclapping and the "Hear, hear!" which is his due from each listener who does not wish to pay the penalty of having to be the next speaker. Anyone who does not clap his hands after every boasting sentence and cry, "Hear hear!" may be called upon by the speaker to take the floor.

It comes hard to the best of goodly women to applaud another woman who has just made a statement to the effect that she is the only good-looking woman present; that she is the only woman present who is under forty years of age; or under two hundred pounds in weight!

Celebrities. *1932-*

Men form one line while girls form another, the receiving committee standing in a line at the front of the room. The first girl goes to the first member of the receiving line, shakes hands with him and tells him her name which must be that of some great celebrity, every guest having been asked to assume the name of some great person.

This first guest is passed down the receiving line, in each case being introduced by her famous name. When she reaches the end of the line she becomes a part of it. She is immediately followed by the first man in the men's line; he is followed by the second girl in the girls' line and so it continues, first a girl and then a man, a girl and a man, each one using a famous name and becoming a part of the receiving line when they

have finished being introduced and shaking hands with members of that line.

In this way every guest will shake hands with every other guest, and every George Washington will have met every Queen of England.

My Heart Is Broken!

As each guest comes in he is given a red paper heart across which a black line has been drawn to indicate that the heart is broken. He is asked to write on that broken heart some well-known name, preferably that of some guest present or someone well-known in the community. Men are to write a girl's name, and girls are to write a man's. As soon as a name is written on a heart it is dropped into a box, those bearing men's names in one box and those with girls' names in another.

When most of the guests have arrived the men file past the box of hearts on which girls' names have been written and each man helps himself to one. The girls do the same with the hearts in the other box. When the signal is given they are all to pin these hearts on their backs; are given cards and pencils and are told to go about finding out who it was that broke the hearts of fellow guests, the name written on the heart indicating who broke the heart of the owner of that heart.

Moreover, they are urged to make it as difficult as possible for other guests to see their own hearts. Therefore, while Mrs. Sands is trying to find out who it was that broke Deacon Bower's heart, he is dodging her and at the same time trying to find out who broke his wife's heart! In each case, they must take the name of the owner of the heart and the breaker of the heart. After ten minutes of this the lists are collected

and the most complete one is read aloud. A prize of a large red candy heart is offered the one who was the speediest in finding out the secrets of other people's hearts.

It proves a bit startling to hear that the minister's heart was broken by the high soprano.

I Give My Heart To ———.

This may be played exactly like "My Heart is Broken" except that instead of the black line indicating the broken heart, are the words, "I give my heart to ———." The reception committee is very canny and hides that part of the heart, covering it and pointing with a finger to the place where the guest is to sign the name of someone of the opposite sex.

It is not only startling, but tragic as well to learn that the principal of the High School is willing—yes, even eager!—to give his heart to Mrs. Burnham, who already has a very healthy husband and four grown-up sons.

Hearts and Flours.

Each of the four contestants is to kneel in front of a chair on which has been placed a saucer of flour. In this flour there has been placed a large, flat, candy heart with some silly, sentimental verse written on it. Hands are to be held behind them, and when the signal is given the four contestants are to find their hearts—with their teeth.

No blowing into the flour from the sidelines is encouraged! The one who first finds his heart with his teeth gets a real prize, while all contestants get a chance to recuperate!

Snub Nose Race.

Three unfortunates are to kneel on one end of a sheet, and after having been given a cherry apiece, are told that they are to push their cherries to the other end of the sheet and back, using their noses as pushers.

It might be well to have a supply of some soothing salve at hand!

Truth.

The leader sweetly asks five guests to stand before the other guests who are invited to prepare some questions which would be painful to answer truthfully and which could be answered by the words "It was I!" The victims are then lined up and the inquisition begins. Questioners must be recognized by the leader, and in turn they are given permission to ask the painful questions which must be answered by the words "It was I!" One by one the victims take turns in answering questions.

Beads of perspiration show the stress under which the minister is laboring when he answers the question, "Who blew snuff around church last Sunday?" by answering "It was I!"

Great Men.

All guests form a large circle, three or four having been chosen to go into the center. Each guest is asked to take the name of some great person, man or woman, and to keep that name throughout the entire game. When they are ready they are told to get the assumed names of their neighbors on either side, and to be ready to give them at a second's notice. At the hostess' whistle each one of the people in the center suddenly turns

around, points a finger at someone who is not expecting it and asks the assumed names of the people on either side of the person at whom he is pointing. If that person fails to give the required information instantly, into the center he goes, changing places with the player who pointed his finger at him. If he is able to give it, his inquisitor must try to catch someone else napping. The other people in the center have been asking the same information from other players at the same time. Suddenly the leader calls out, "Change your neighbors!" and everyone is required by law to get a new set of neighbors.

The game is continued for about five minutes. It will not take longer than that for George Washington to feel socially inclined to his erstwhile neighbors, Mary Pickford and Paul Revere.

The Black Heart.

Hearts of assorted colors are hidden. Most of the hearts are red; a few are green; some are yellow; one is black and one is blue. No information is given out until after the hunt is over as to what the different hearts might stand for or as to how they will be counted. The hostess may make any scale she chooses, but the following one has been used to good advantage. Red hearts count one apiece; green hearts put one in debt one apiece; yellow hearts put one on the list of culprits who are used as martyrs in contests; the finder of the blue heart gets a prize; while the finder of the black heart is used as the victim in some particularly awful hoax.

When the final whistle is blown all guests are asked to sit facing the stage or one end of the room where the

hostess is waiting to take the count. She asks the finder of the black heart to come and stand at her right side, and the one who found the blue heart to stand on the other side. Then those who found yellow hearts are asked to raise their right hands, a list is taken and it is announced that they will have to be the contestants in a kiddy kar race. Next, those who found green hearts are to stand, and for every green heart they found they are to give up two red hearts. Finally, the one who found the most red hearts and the one who found the blue heart are given prizes, while the finder of the black heart is led forth to his punishment.

Have a Heart!

Guests are lined up as for a relay race. The first contestant in each line is given a silver knife and a piece of wet soap. He is to race to the other end of the room and back and give his knife and soap to the next runner. However, before any runner can give his soap to the next runner he must dip it in the pan of water provided for this purpose.

This does not exactly make for a more finished performance or for a speedier race.

Washington Without Lincoln.

The leader asks the group to try to be clever enough to follow her directions in the initiation ceremonial of the Washington Without Lincoln Association. Pointing to one player at a time she asks him to rise and imitate her when she says "Washington without Lincoln" in a falsetto tone, at the same time waving her hands in a foolish fashion and glaring fiercely at her pupil. In

all probability he will get it all wrong so she picks out another pupil, changing all her tactics.

Finally someone arrives. The facial expressions, the handwaving, etc., mean nothing whatsoever. The real point of it is to say "Washington"—without Lincoln!

A Penalty.

As a penalty one guest is asked to stand before the group and number the words of the first verse and chorus of Yankee Doodle thus, "Yankee 1, Doodle 2, went 3, to 4," etc., etc.

The Narrow Course.

A long piece of white string is used as the "stem" which connects two cherries placed on the floor the width of the room apart. These two cherries with connecting stems form a race-course, there being a course for each of the two or three contesting teams. The first one of each team stands on one of his cherries, and, when the signal is given must walk on the stem over to his other cherry, return and touch off the next player. This continues until all players of a team have walked the straight and narrow path which George Washington walked. The team which first successfully walks the path gets the prize.

However—there is always a "however" in this life—if any runner falls off the string and leaves the straight and narrow path, he must go back to the beginning and start again. Not so good.

Refreshments.

Refreshments should never be served to guests. They should always be asked to go and get their own. This

may be more trouble than to serve them, but it is infinitely more social. It should be done in cafeteria style, with partners passing by a small window or opening and taking their food from the counter. However, they should be made to pay for the food. When they are all lined up in their cafeteria line, the leader announces that no one will be given a bite to eat until he has demonstrated to the committee in charge how he can sob and weep as though his heart were broken.

This sob-fest usually turns into tear-producing laughter.

For Small Group

Cupid.

The outline of the form of a man is drawn in charcoal on a large red heart, the heart of this man being outlined in charcoal too. This picture is pinned on a curtain. The guests are divided into two groups, men in one line and girls in the other, the first one in each line being given a slingshot and a small piece of tissue paper with which to make a paperwad. A bowl of water is at hand. When the signal is given, the first man and girl, standing about ten feet away from the heart, take turns in shooting their paper wads at the heart of the man to see which one can successfully act as Cupid and come nearest to piercing the heart. The one who strikes the nearest wins a point for his side. In case of a tie there is no score. The slingshots are then passed on to the next players who take their turn, all the players being provided with paper for paperwads and the slingshot being passed from one to the other.

The members of the team which gets the highest score of Cupid's shots (and it will not be the girls!) get a

lollypop apiece, but these prizes are not given until both slingshots have been confiscated. If this were not a rule, there would soon be no party!

Complimentary Valentines.

A great many advertisements from magazines are made available, together with paste and pins and scissors. Each guest in the five minutes allotted is to make a valentine for the guest whose name is written on the top of the large and rather heavy sheet of paper given him.

These valentines are to represent exactly what the artist thinks of his subject. Tod Barret thinks Betsy Dolby a peach so he cuts out the picture of a large and luscious peach and pastes it on the top of his paper. He also thinks her a bit too fat so he adds a picture of reducing exercises. He doesn't at all like the way she sings, so he adds a dog muzzle. He thinks she should go to church more often so on goes the picture of a little country church. He also thinks her heart is sluggish and needs stimulating so he concludes by pasting a large advertisement on the bottom urging her to "Have Your Heart Examined!"

Cherry Race.

Guests are divided into two equal lines. The first one in each line is given three or four large cherries which he is to carry on the back of his hand. When the signal is given, these first two contestants with cherries on their hands race to the goal and back, and give their cherries to the next runner who does the same thing.

If one cherry, or all the cherries (which is more likely!) roll off, the runner must pick them up unassisted.

My Heart Troubles.

Each guest puts the letters of his name in a column along the left margin of a piece of paper. These papers are gathered, mixed and passed around again, whereupon each guest diagnoses the heart troubles of the person the letters of whose name are written on his paper, by writing out adjectives beginning with these letters. After five minutes these are read aloud, and all casualties checked up.

Jean Norris finds out that her heart is jaundiced, empty, absent, needless, naughty, ornery, rundown, rattled, icy and scandalous.

My Future.

This is played like My Heart Troubles except that one's future is planned for one. Jean Norris might find that she was going to be a junkdealer, editor, an aviatrix, a nonentity, etc., etc., cruel world without end.

Again, guests might help each other discover future fortunes, which could easily include for our friend Jean, jewels, elephants, alms, and nuts!

Word Hunting.

Complimentary words which could be used in making up valentines are written on small red hearts and hidden all around the room. The prize goes to the first one who finds enough words to make a logical and effusive valentine message.

Valentine Hunt.

Little favors are hidden all around the room, each one having on it the name of one of the guests. No one is allowed to tell another guest where his valentine is, but

each one must search until he finds his own valentine. Guests are warned that the last four to find their favors are to be victims in the Hearts and Flours Contest—than which nothing could be worse.

My Dream.

Each guest is to write his name on the top of his piece of paper and then pass it to his right-hand neighbor, who, from the magazine pages available makes a picture of the dream this first person had as to what he wanted for a sweetheart.

These revelations passed around later make for human interest!

Fishpond.

The old-fashioned "Fishpond" is played as a contest between two teams who fish for hatchets, or cherries, or hearts. The team which first succeeds in a successful haul for each of its members wins the prize.

George and Martha.

The old-fashioned "Ruth and Jacob" may be played using the names of George and Martha rather than Ruth and Jacob.

Valentine Postoffice.

A valentine is prepared and labeled for each guest, the valentine taking the shape of a small favor and some good advice to go with it. Each guest is called up to the postoffice in turn, and he must open his package and read aloud the advice. Edward Braun, for example, is given a nice white egg and advised to beat it.

Initial Stunts.

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Each guest is given a piece of paper on which he is asked to write his initials, initials which may yet be those of a great man, like Washington or Lincoln. These papers are collected, mixed up and passed around again. Guests are then asked to think of some ridiculous stunt, the words of which begin with the letter on the paper they hold. They are to write out brief directions for that stunt on the paper. When everyone has done this the papers are again collected, sorted out, and then passed to the ones whose initials are written out on the top of each piece of paper.

Needless to say, the owners of the fatal initials are then privileged to obey the orders written out on their papers. It is carefully explained that all great men should be able to take orders. Even that does not make it easy for Charles Graham who is shy and never "acted" in his life, to obey the order for "cute gestures," but it is up to him to simper and cavort to the immense satisfaction of his onlookers; and the minister, whose name is Willis Nott, is politely but firmly requested to "wink naughtily." Much against his wishes he has to wink naughtily at all the ladies present!

His poor performance speaks well for his habits.

Marooned.

The men form one circle and the girls another, the two circles being as far apart as possible so that the players in the two circles cannot see who is marooned each time. A large red paper heart is laid out in each circle in such a way that the players cannot avoid stepping on it when marching around in a circle. Players

are told that they *must* walk across the heart and not jump over or around it. When the music starts they are to march around in a circle, and when the whistle suddenly blows and the music stops the one in each circle who is caught stepping on the heart is taken out by the leader, and these two awkward "offenders" are made partners. This continues until all of them have been caught marooned on the heart and have thus found partners.

Note the following adaptations:

1. See Emerald Isle. Use cherries which are about three feet in diameter, and are made out of red paper.
2. See Be-witched Hearts.
3. See The Bump Reader. Guests' hearts are read.
4. See Christmas Messages. Valentine messages are sent down the line.
5. See Piggy. Use a candy heart in the middle of the string.
6. See Hidden Gifts, and Gifts on a String. Valentines or favors are used in place of gifts.

CHAPTER III

See Quack Party - 1792
MARCH

For Either Large or Small Groups

Wearing of the Green.

Each guest has been warned to wear something vividly green in the most prominent place possible on his clothing. It is hoped that some of the guests will forget, for the receiving committee is all set for those who chose to disregard the warning. A committee at the door carefully examines all guests as they come in, and if the green they are wearing is not sufficiently green or sufficiently prominent they pay the penalty of having to wear green spots the rest of the evening. The spots are circles of bright green paper, about one inch in diameter, with pieces of gummed paper pasted to the wrong side so that they may be wet and stuck on the face in the most unbecoming places the committee can find.

Green spots on the cheekbones always add greatly to one's natural beauty. Any wearer of the spots who "loses" his two spots during the evening is given *four* spots as consolation.

Another way of having "forgetters" pay a penalty is to have both ears decorated with large green bows which are to be worn all through the party, regardless of what this may do to individual styles of beauty. Nor

are the bows to be attached to hair covering the ear. The bows are to be tied *around* the ear, both ears being fully exposed to the light of day. Every woman knows what that does to her beauty!

If no one forgets to wear vivid green, the hostess appoints herself a committee of one to decide who is not sufficiently vivid and sufficiently green, thereby providing herself with an alibi and with victims for the Wearing of the Green.

Still another punishment is to have the men taken aside by the willing committee to have nice hair ribbons of brilliant green cheesecloth attached to a lock of their hair. They are to keep them there all evening. The failure to do so brings an additional penalty of having to serve as a victim in a hoax. Girls who are without some green adornment are given nice, large green neckties tied in a bow tie, and these too are to be worn all evening, regardless of how unbecoming they are to individual styles of beauty.

Nicknames.

Instead of asking guests to introduce themselves in perfectly proper fashion, ask them to do it in very improper fashion. Girls are lined up against one wall while men line up against the other. The first man is then asked to go across the room and introduce himself to the first girl, who introduces him to the second girl, and so he passes down the line of girls. He is closely followed by all the other men who in this manner are introduced to every girl present.

But—only nicknames or first names are allowed, and they must be used through the entire evening. The resultant hilarity just about permanently cripples the

laughing apparatus of some of the less hearty brothers and sisters. Imagine the social effect of calling one's minister his college nickname, "Peanuts," all through an evening!

Shamrock Hunt.

A great many shamrocks or, if possible, little paper snakes, are hidden all about the room. Guests form a circle and to the accompaniment of march-time music they march around in a circle. Suddenly a whistle blows, at which signal they are to break ranks and hunt for a shamrock. As soon as each one finds one he shouts, "Hooray!" runs back to the center of the room, drops his shamrock in a basket held by the leader and joins the line of march around the room, the music being a continuous performance throughout the entire game.

A few seconds after they have all joined the march again the whistle is heard a second time, and again they all hunt for a shamrock, shouting "Hooray!" when they find it and bringing it back to the leader before joining the marching circle.

However, the supply of shamrocks soon runs out and it becomes a difficult matter to find a shamrock which is not present. The leader starts to count immediately after she blows her whistle, and anyone who cannot produce a shamrock before she counts to twenty is given a seat of honor, which seat is located on the floor in the middle of the room where a large rug or newspapers have been placed. All the players who were successful in their search march around them, but gradually the "Hoorays!" grow fewer, the outer circle gets smaller, and the inner one correspondingly larger. The prize

goes to the last person to find a shamrock and shout
"Hooray!"

How Do You Do!

As a St. Patrick's Day mixer for a group of young people who are not quite sure that they are going to have a good time, there is nothing more mixing, mentally and socially, than this game. It is so futile to ask guests to "shake hands and be social!" There is no incentive, and the only ones who respond to the request are those who do it from a sense of duty. But a sense of duty is hardly conducive to a truly social spirit, so instead of appealing to a sense of duty let a leader appeal to her guests' sense of humor, as well as their sense of safety first!

The leader announces that guests are to shake hands with each other while soft sweet music is heard; that suddenly her whistle will blow and the music stop, and that all guests who are shaking the hand of another guest are to hold those joined hands high in the air and shout "How do you do!" so that the leader can easily see that they are obeying orders and are shaking hands in all good faith.

Any guest who is not at that particular moment shaking the hand of some other guest is—out of luck! He will be spied by the leader, his name will be taken, and he will be used as a victim later on in the evening in some hoax. This unfortunate usually thinks that he is then to drop out of the handshake game, but after his name is taken he must get back into the group and take his chance of getting caught again without a fellow handshaker when the next whistle blows.

This announcement is always sufficient to start the

most unsocial group ever assembled into violently shaking the hands of any and every other person present. The leader makes it plain too, in no uncertain terms, that no one is allowed to continue shaking hands with the same person. This continues for about three or four minutes, the whistle blowing at intervals of thirty seconds and the leader immediately searching the crowd for unsocial laggards who are not at that moment engaged in earnestly shaking the hand of some other guest.

If she likes, the leader may announce that both hands must be "shook" and held up in the air when the whistle blows; or that guests must shake hands backwards or left-handed.

It will hardly be necessary to urge a group to be "social" after a handshake of that kind.

Muddy March.

Contestants are lined up as for a relay race, the first one in each line being given two waste baskets. When the starting signal is given each of these first contestants is to put his right foot in one of his baskets, put the empty basket one step ahead, and then put his left foot in that; take his right foot out of its basket, put that basket one step ahead, and so forth, continuing in this manner all the way to the goal and return, giving his basket to the next runner.

Contestants are not allowed to shuffle along with both feet in baskets. They will try to.

March Madness.

The place in which this race is to be run should be made as clear of furniture as is possible. There should be two lines of contestants, with about three in each

line. The first one in each line is given a cane and at a signal is to plant the cane firmly on the floor, put his forehead down on the head of the cane, and keeping it there, is to walk around in a circle five times, counting out loud. When he has finished the fifth round he is to walk as rapidly as possible to the other end of the room, touch the wall, and then go back to give the cane to the next contestant who does the same thing.

The line which first completes this wins a prize and a long rest.

After a leader had tried this stunt himself he will understand the advice to have the room cleared of furniture as far as possible. The first time the writer tried it she did her best to walk over the piano. Onlookers may *think* the wild courses taken by the contestant after the round and round process are exaggerated in their zigzaggedness.

Mashed Potatoes.

Two men are asked to kneel down before chairs on which have been placed saucers of mashed potatoes, one for each. When the signal is given they are to start in eating their potato without the use of their hands. The decorative effect on their faces will soon be noticeable, this last being a conservative statement. Even the handsomest man will look somewhat goofy with mashed potato all over his face, his nose bearing the greater share of the burden.

One Third of a Pig.

If there are more girls than men present (and there will be) let the men take chairs and sit in a large circle, each man seeing to it that there is a vacant chair

at his right. All the girls and women form a circle outside this ring of chairs and to the accompaniment of music they march around until suddenly the music stops. This is the signal for them to get a chair—and a man—and to immediately begin talking to that man. All girls who did not get a chair and a man become one third of a pig, and everyone is asked to notice expressly who they are. But any “third” who sees a girl who has captured a chair and a man but is not in conversation with that man, may quickly call the leader’s attention to it, and change places with the unsocial girl who then becomes a third of a pig.

The leader allows exactly one minute for conversation and then asks all girls to march around the outside again, repeating the same performance. Each time a girl “misses out” she becomes another third. There are only three thirds to a pig, however, and when a girl has come to that regrettable state of affairs she is to rise and give her best possible imitation of a pig’s “Oi, oi!” all through the conversation period.

Emerald Isle.

Several “Emerald Isles” are cut out of large pieces of green paper. These isles are placed on the floor in such a way that the guests, all of whom have taken partners and formed a double circle, cannot avoid crossing the isles in their marching. When the music starts everyone marches around in a circle, no one being allowed to jump over or straddle the isles, but being obliged to go directly across Ireland. Suddenly the music stops, and anyone caught on Irish territory is taken to the platform or some other prominent place. This continues until the circle gets so small that the

isles must be moved closer together. The last couple to stay in the circle without getting caught in Ireland gets the prize.

It is not *entirely* forbidden for the pianist to watch the different couples and to stop the music just as a stoutish couple is about to step in Ireland. Their efforts to keep from completing that step are a delight to look upon.

Complimentary Abbreviations.

All guests are seated, resting after some strenuous game. As a very brief fill-in before starting some more lengthy game the leader may ask everyone present to crook his forefinger under the chin of his right-hand neighbor, and then very quickly and without stopping to think, to give the abbreviation for quart. They *will* look like "Cuties!"

They are then asked to point their fingers at their neighbors' head and just as quickly to give the abbreviation for mountain.

The leader takes no responsibility whatsoever for resultant arguments!

Piggy.

A candy shamrock has been placed in the middle of a string which is about one yard long. A fat man is placed at either end of the string. When the signal is given both contestants put their end of the string in their mouths and start to chew their way to the shamrock. The one who gets to it first certainly deserves it for a prize.

Flat-heads.

All guests are divided into lines of equal length, the first one in each line being given a large potato. When

the signal is given all these first players put their potatoes on their heads, run to the goal and return, and give their potatoes to the next runners. That is, they may run as long as the potato stays on their heads, but few of us are flat-headed enough to be able to balance a potato on our heads and run at the same time! Whenever the potato falls, the runner himself must pick it up and put it back on his head before he can continue.

Pan Balance.

This is played exactly like the race above except that the potato is placed on a pie tin which must be balanced on the head during the race.

Potato Relays.

1. Groups are divided into columns of equal length, all players facing the front of the room. A potato is passed down the line over the heads of the players. The team which wins two out of three events wins the contest.

2. This may be used with the potato in a pan as it is in Pan Balance.

3. Potatoes must be rolled to goal and return.

4. Each contestant must peel a potato. This is particularly good for men contestants.

5. Contestants are on roller skates and balance potatoes on heads.

A Mad March Party.

Everything is jumbled in this party, from the invitations to the refreshments. Invitations are as incoherent as it is possible to make them, guests being invited to stay away from the party; then given explicit direc-

tions as to how to get there; how to dress for the party—to wear one white and one black shoe, or a bedroom slipper and a riding boot; to carry a fan and a muff.

The decorations should be just as mixed up, an onion and a carnation joining forces in one vase; an empty kerosene can forming the receptacle for a lovely bunch of roses. Games should be of the Hallowe'en and April Fool type, including tricks, and blindfolded and backward contests.

A Trip to Ireland.

The group is divided into two teams. A "race-course" has been carefully planned by the committee in charge. Each team is taken in charge by a leader who leads his team to the place in the building which is the farthest distant from the room in which the refreshments are to be served. The two teams are thus as far apart as they can possibly be, and at the same time are at equal distances away from the refreshments. When a shrill whistle is heard, both teams start racing for the dining-room and the one that gets there first is to be served by the losing team.

However, there are obstacles to overcome. All members of a team must have hands on the shoulders of the one in front of them, and must keep them there. The line must be unbroken at the time it reaches the dining-room. Also, the race-course must be as full of difficulties as the committee can make it. It should be a winding course, up stairways and down stairways, through cellars and over boxes and chairs, the committee being very careful to have the two courses equally difficult!

The guests will have earned their refreshments by the time they have taken this course. Add to this the

fact that they are racing against another team—and there will be excitement aplenty.

For Small Groups

Potato Jerusalem.

This is played on the principle of the old-fashioned "Going to Jerusalem" but potatoes are used instead of chairs. Players form a circle and when the music stops snatch for one of the potatoes which have been placed in a circle on the floor. The one who does not get one goes to the center of the circle. Each time one more potato is taken away from the circle, so the lonesome person in the center will soon have plenty of company.

Kiss the Blarney Stone.

Six or seven of the guests are asked to leave the room and are brought in one at a time; are blindfolded and asked to kiss the Blarney Stone three times. The first two times they kiss a stone over which a clean piece of gauze is placed for each contestant. The third time, however, they receive a salty answer to their kisses. A large lump of salt is substituted for the rock.

Blarney.

Partners are found in the following manner:—Men go to one side of the room and form a line while the women go to the other. They draw shamrocks from a hat, each shamrock bearing a number, those of the girls corresponding with the numbers of the men. When they all have their shamrocks and their numbers the leader asks the first man in the line to call out his number loudly and to blarney his unknown partner by telling

her just what he thinks is the loveliest thing about her. After he has delivered his blarney the girl who has the corresponding number steps out and the two go to the sidelines together to listen in on the other blarneying. This continues all down the line until all of the men have found partners and all the girls have been duly blarneyed.

To her dying day prim Miss Simpson will thrill over the fact that Captain Brooks told her she was as a lovely summer morn!

Note the following adaptations:

1. See The Vicious Donkey. Use a pig.
2. See Egg Balance. Use potatoes.
3. See Hooray! Substitute St. Patrick for George Washington.
4. See Cherry Race. Use potatoes.

CHAPTER IV

1932
APRIL

For Either Large or Small Groups

A large sign is hung on the outside of the house, reading "Not at home!" If the party is to be given at night this sign should be illuminated.

As guests come in the front door a hand is extended in greeting through a curtain at the side. However, when it is grasped for a handshake it does the most uncanny thing a hand can do—it comes off!

It is, of course, a stuffed glove held through the curtain by means of a stick. As soon as it is grasped the stick is withdrawn. There *are* more pleasant sensations.

Signs may be hung all around the rooms wishing the guests a "Merry Easter!" a "Happy Labor Day!" and a fond "Good night!"

Misguided proverbs too, add to the seriousness of the occasion. "He laughs best who gathers no moss!" is very much to the point.

Rebecca's motto, "When joy and duty clash let duty go to smash!" is always welcomed at an April Fool party.

Other signs warn guests that as they sew so shall they rip; that they can kid gloves but they can't string beans.

Let us hope there is no significance attached to the signs bearing the words "There is no place like home"; "Speed the parting guest!" "For rent!" "To be vacated!"

Decorations are April Foolish with a vengeance. A little tin shovel with a coy bit of red ribbon tied to its handle hangs in a door way. A frying pan hangs in another doorway. A flour sifter with artificial flowers in it graces the piano. The shade has been removed from a tall lamp and a floor mop is tied to it in such a way that the mop takes the place of the shade. Newspapers substitute for rugs and curtains. Hideous chromos are hung on the walls, as are the blatant mot-toes and signs mentioned above.

The receiving line should be very cool in its welcome of the guests and pretend to know none of them, asking in each case, "The name, please?"

False Fronts.

If the guests have been able to stand up under this effusively cordial hospitality they are invited to take off their wraps and put on the false faces which each guest was asked to bring. These false faces may be ever so impromptu and home-made. It is always wise for the committee to have some extra false faces at hand for those who forgot to bring their own.

As each guest puts on his false face he also pins on a large number which the hostess has given him. In every way he is to disguise his personality and his voice so that when the first event of the evening is announced he may be "protected." Guests are given cards and pencils and are told to find out who is behind the various April Fool faces. As soon as they can discover an

identity they put down the name and number of the individual. At the end of a ten minute interval the hostess calls for all the cards, and while another game is going on the cards are checked up.

The guest whose identity was guessed the most times is called upon to pay a heavy penalty. The guest who correctly guessed the most identities is given a shiny policeman's star and is privileged to act as policeman for the rest of the evening, and check up and fine any guests who are not coming up to his particular idea of April Fool Jollification.

He may fine Mrs. Morrison, who is weak from laughter, for being such a killjoy, and little Mr. Carson pays a penalty for having feet too big for any party!

These April Fool faces are to be worn through at least half an hour of the evening's fun. If there is anything more ridiculous or more socializing than a group of solemn or hideous false faces playing games I have yet to see it.

No Fair!

Nothing ever was or ever will be any funnier than this April Fool stunt. One of the most socially inclined guests is privately told that a newcomer in the group is extremely deaf, and that it would be a kindness to single him out and be nice to him and talk to him, being sure to shout directly in his ear. The newcomer is told the same thing about this man.

Under some pretext, and quite as a casual thing, both of them are sent out of the room on separate errands. While they are gone the group is told the situation and asked to help along the delusion.

To see two men, both of them possessed of perfect

hearing, shouting in each other's ears, laboring under the impression that they are doing their painful duty, is a sight to make strong men weep!

An April Foolish Mixer.

Large molasses kisses are passed around. After the paper is taken off they are to be put in the mouth entire and chewed, while guests pass down the receiving line shaking hands with other guests and calling them by name. This last is made inevitable by having a receiving line stand in place while all guests form a line, alternating a man and a girl; each one in turn goes up to the receiving line, introduces himself, shakes hands with each one in the line and then becomes a part of it, standing next to the last one in line.

The rule of calling every other guest by name, as well as shaking hands, should be strictly enforced. While enunciation could hardly be said to be improved by an accompaniment of the chewing of molasses kisses, nevertheless the resulting difficulties surely do effect the social spirit of a group most favorably!

To greet the minister with "Good evening Reverend Ridenbaugh!" with a mouth full of a molasses kiss, calls for a nimble tongue, a large mouth and a social spirit.

April Fool Jump.

Three or four stout men are chosen—with friendly determination on the part of the leader—for the victims in this race. A washline is stretched across the room, some two feet off the floor. In order to get an idea of its height these men are asked to try jumping across it in turn, as they are to jump it blindfolded in a few minutes. After they have all jumped it with their eyes

open they are blindfolded at the same time and one at a time are faced in the right direction and told to jump the rope blindfolded.

In the meantime the rope has been removed. Three substantial citizens of the community making a frantic jump over a rope which is not present, do not exactly make for a solemn occasion.

April Fool Harmonics.

There is nothing more April Foolish than this stunt. Two people who really can sing are asked to sing a duet. Then for an encore they sing another duet, but this time both the singers and the accompanist get confused and each one carefully chooses a key which is entirely different from the ones the other two are using. The soprano may sing in one flat, the alto in two sharps, while the pianist plays in C natural, all of them keeping their faces perfectly straight all the while.

However, the audience is funnier than the performance. First there is evidence of pain; then of wonderment as to whether it is supposed to be right or not; and finally the pent-up pain will not be contained any longer and the performers are inevitably drowned out in the helpless laughter of the audience!

Deformity Race.

Contestants must first race as though they were knock-kneed. Next they must toe in, and finally, toe out.

April Fool Races.

Any backward or blindfolded race, or a contest in which the contestant's feet are tied together or hampered in some way, serve very well as April Fool Races.

April Fool Hunt.

Guests are asked to search for hidden candies. Two very lovely prizes are exhibited as an incentive.

It does not take more than an hour or so for the hunters to discover that the hidden candies—ain't!

April Fool Locomotion.

No April Fool party is complete without a kiddy kar race. If ever contestants did look April Foolish! Four of the stoutest or longest men are invited (which is hardly the word!) to run this race, the four of them making two teams, two men on a team. The first one of each team is given a kar and at the signal sits down on it and without a push from his partner starts propelling his kar to the goal.

Ofttimes he only starts. If he does get back he gives his kiddy kar to the other member of his team who goes through the same torment.

April Fool Spelldown.

Words must be spelled backwards, the leader giving a certain time limit to each speller. One hard-hearted teacher gave Russian names at a recent April Fool Spelldown!

The Vicious Donkey.

The picture of a donkey with a huge ear is drawn in charcoal on a large piece of white paper. About ten of the guests or a losing team are asked to go into another room and are brought back one at a time. As each one is brought in he is shown the picture of the donkey, and told that after he is blindfolded he is to go up and poke his finger in the donkey's ear. He is then blindfolded, led up to the donkey, and told to poke ahead!

Just as he is about to poke, one of the leader's assistants who has been "casually" standing near the donkey, kneels down and as the exploring forefinger is about to touch the picture he gives that finger a healthy bite.

It never takes very long for the blindfolder to come off! The healthy bite is accomplished by using some toy animal with teeth, or one of those large clips with which office papers are clipped together; anything in fact that will give a most unpleasant sensation to a blindfolded person who is about to poke his finger in a donkey's ear.

To be bitten, even gently, when one is blindfolded is a *real* sensation.

April Fool Mending Party.

For a group of women this is an April Fool event. Their invitations ask them to bring a bit of difficult mending along, something which *they* have rather dreaded doing themselves. After all the guests have arrived the hostess asks them to exchange mending, sight unseen.

Refreshments.

It would not be amiss to have garlic in the refreshments.

It might help too to pass around perfectly bona fide candies. Guests always avoid candy on April Fool's Day. The refreshment committee can feast on the disdained candy after the company goes home!

To make the supper hour truly April Foolishly formal, guests are given the most impossible hats which the hostess has been able to find. Each guest must wear his hat all through the supper hour. If there is anything

funnier than a large, fat man wearing a lady's little hat, the hat being trimmed with pink ribbon and forget-me-nots,—the man all the time trying to look unconscious of his appearance—it has escaped my observation.

The napkins are squares of cheesecloth; the chairs are wooden boxes; the dishes are paper containers; and the silver takes the shape of tin spoons.

For a further assurance that all guests are perfectly at ease, the hostess announces that anyone who eats with his right hand instead of his left will have all his refreshments taken away from him. 1932

EASTER

For Small Groups - 1931 April

Rabbits' Ears.

As each guest comes in and takes off his wraps he is given a headdress peculiarly suited to the season. It is a pair of rabbits' ears, which can easily be made or bought. They are usually made of white crepe paper, and are wired so that they will stand appropriately—and unbecomingly—straight up into the air. They may be fastened on with hairpins.

These ears lend atmosphere to any social function.

The Musical Egg.

The hostess passes a hard-boiled egg to her right-hand neighbor with instructions for her to hold it while she sings up the scale. After the holder of the egg sings she quickly passes on the egg to her right-hand neighbor. This guest too must hold it until she sings up the scale before passing it on to her neighbor. The object is to 1932

sing the scale and to get rid of the egg as soon as possible in order not to be caught with it at the crucial moment, these crucial moments being determined by the hostess who blows a tiny whistle at intervals of thirty seconds. Any guest caught with the egg in her hand when the whistle blows is listed. These listed guests are later on invited to pay the penalty of their "carelessness."

It is remarkable how many guests who just cannot sing up the scale, *can* sing up the scale in certain situations!

The Feminist Easter Bonnet.

Each guest is given a man's old hat. It may be a derby or an old straw hat, any kind of a man's hat. The name of the guest is pasted inside. (The writer's advice to the hostess is that it should be an *old* hat!)

On the table are placed bits of brightly colored ribbon and chiffon, flowers, feathers, and any kind of ornament that would lend dignity to a man's hat. Needles, thread, pins and scissors are provided. When the signal is given each guest is given exactly two minutes in which to put some ornament on his hat. At the end of that two minutes, no matter how incomplete his work is, he is to pass his hat to his right-hand neighbor and in turn to receive one from his left-hand neighbor. Trimmers are again given two minutes in which to add to the artistic development of these hats, after which they are again passed to the right.

This continues until the hats come back to their original owners, who, it must be confessed, do not always recognize them but have to look inside for their identification tickets! The one who must own up to the worst-

looking hat is obliged to wear it during the rest of the party, while the owner of the best-looking hat is given the hat as a reward for his skill.

If the hostess has a shock-proof eye she may ask all guests to wear their hats for the rest of the evening.

Fortune Telling Eggs.

Each guest is given an Easter egg, painted in a color which is light enough so that writing done on the surface of the egg can easily be deciphered. Guests are given pencils and are asked to write their initials on the large end of these eggs. The eggs are then collected, mixed up and again passed around. Guests are then given exactly one minute in which to write the answers to each of the questions the hostess asks, the only requirement being that they use the initials on their eggs for the first letters of the two words to their answers. Answers must be written on the eggs.

The following is the list of questions for which the hostess wishes two-worded answers:

1. What does he look like?
2. How old is he?
3. What does he sing like?
4. His pet hobby?
5. His one hope?
6. His saving grace?

After all the questions are answered the eggs are again collected, and again mixed up and passed around, this time for reading. Each guest in turn reads the initials on his egg, gives the name of the person to whom the initials belong, and then reads the descriptive sketch.

Imagine the amazement of stout Henrietta Forbes when she hears that she looks like a helpless feather-

weight; that she is "Heaven forbid!" as to age; that her pet hobby is hopping freights!

The Egg Balance.

Guests are asked to line up in two lines, the first one in each line being given a yardstick and an egg which is hardboiled, *very* hardboiled! When the signal is given these first contestants race to the end of the room and back balancing their eggs on their yardsticks. They give the sticks and the eggs to the next one in line. This continues until all members of a team have raced, the team to finish first being given a box of Easter candies which they may or may not divide with their slower fellow guests, just as they like. If an egg falls off the stick the runner must pick it up, go back to the starting point, get another egg and begin over again.

We say "the runner," but we have yet to see the guest who can do any running while he is balancing an egg on the dangerous end of a yardstick.

Easter Eggshell Contest.

The contents of eggs are blown out and the empty shell must be blown to the goal and return.

An eggshell may be used as a football on a table, the object being for the two opposing teams to blow the football over the enemy's goal line (far edge of the enemy's territory).

The Red-eared Bunny.

A small bunny with bright red ears is put on display before the guests, with the explanation that this bunny is to be hidden somewhere in the room in such a way that only his ears will be visible; that when the signal

is given guests are to go and look for the red ears; that when they find them they are to say nothing at all about it, but to sit calmly and sing as musically as they can some song published at least five years ago, no two guests being allowed to sing the same song.

By the time that all but one guest have found the red ears there will probably be need of smelling salts and ear muffers. The last guest to find the ears is requested to stand and sing K-K-Kay. Any guest who sits down without singing—whether he can or not—pays the same penalty as the last one to find the ears.

Note the following adaptations:

1. See Discard.
2. See a Snappy Happy New Year. Use "A happy Easter to you!"
3. See Piggy. Use a prune.
4. See A Mad March Party.

5 - Singing birds beginning with
e, v, & f, etc.

5 - Page 14 A happy Easter to you.

Refreshments - Easter egg, ice cream
yellow cake.

Spring Beauty Party
CHAPTER V
Used 1931.

MAY

For Either Large or Small Groups

Discard.

May is the time for all good housekeepers to clean house and to put in the discard all the undesirable and unnecessary articles of clothing which have been hanging about the house all winter. (Father's favorite fishing clothes are a good example.)

Guests have been asked to bring some piece of wearing apparel which has found its way into the discard and which they no longer want. Before they appear in the social hall they are asked to put on that discarded piece of apparel and to wear it until someone else asks for it in exchange for the thing he wishes to get rid of. These things must be worn all evening, one's only hope resting on the chance of being able to change one's own misfit for that of someone else. At the close of the evening's program all these discards are put in a box for some charitable institution.

If you think it makes for a more solemn occasion for the minister to go about all evening wearing his wife's faded hug-me-tight which he can wish off on no one else, you really are mistaken.

Men's Fashion Show.

Although Easter seems to be the time for displaying

new spring clothes, people are always interested in lovely dresses and hats and wraps, especially when the models are unique. The models for this Fashion Show are unique to say the least. The mannikins for the display are men taken from the group of guests, men who have in no way been prepared for this bit of publicity. The displays themselves and the general order of things have been carefully worked out beforehand by the committee in charge so there may be no hitch in the proceedings. It is unnecessary to add that the announcer is given free rein!

The mannikins are of course dressed up behind the scenes. It is hard enough on the audience to see the finished product.

The mannikin selected by the audience as being the most touchingly lovely is given a vanity case as a prize.

3 - Spring Flowers.

The entire group is divided into smaller groups, each of the small groups being assigned the name of some flower and asked to prepare a pantomime which will in some way show the character of the flower they represent.

The following flowers have been used to good advantage:

1. The poppy. (Heads representing flowers *pop up* everywhere.)
2. The modest violet.
3. Tulip.
4. Rose. (Much rising).
5. Forget-me-not.
6. Sweet William.
7. Thistle.
8. Sunflower (*son-flour*).

9. Jack in the Pulpit.
10. Four o'clock.
11. Dandelion.
12. Ladies' Slippers.

The New Era.

Men are asked to file past a certain table on which have been placed various kinds of wraps, hats, furs, ribbons, umbrellas, gloves, flowers and the like. Each man is given a small bundle of these things by the committee in charge, whereupon he immediately goes to his partner and proceeds to dress her up in the things at hand. The ladies are warned against being of any assistance to their partners.

After the five minutes allowed all couples line up for the grand march which will lead past the judges, who look with critical—and oftentimes hysterical—eye on the handiwork of mere man. The man who best succeeded in really making his partner look like something gets a lady's pocket handkerchief as a prize, while the man whose unfortunate partner looks the most terrific gets a he-man's bandanna.

Spring Beauties Race.

After the flower families have done their stunts in Spring Flowers, each family selects a leader and then forms a line behind him, each one putting his hands on the shoulders of the one in front of him. These teams line up at the back of the room, the leader seeing to it that the lines are even. The daffodils help to fill out the roses' line if there are not enough roses, and the pinks help the anemones, the point being that all families must have an even number. When they are all ready the

leader announces a race between families. Opposite each team is a human "post" around whom the team must run.

Each event is different, the hostess calling out the different events and keeping score of the winning team of each event. The first one is a walking race. Hands must be kept on shoulder throughout the race! The next time they are allowed to run; next, to hippity hop; and lastly, to sing as loudly as they can while they are hopping on one foot! No team is counted as a winning team if the line is broken at the finish.

It is not only the winning team that deserves a prize.

Adornment.

The committee has collected a number of small things which are usually used for purposes of personal adornment, enough of them so that every guest may have one—whether he wants one or not. Most of them are things which have been put into the discard, like a faded artificial rose; an old hat; a shawl; a pair of lace mits; a gaudy fan; or a fancy comb. About half-way through the evening's program these evidences of an earlier vanity are put into grabbags, the guests fling past the bags and taking just one "grab." Whatever they draw must be worn the rest of the evening.

The picture Mr. Graves makes in an Eton jacket is something to remember.

Spring Will Come.

Four well chosen victims are asked to sit in chairs before the group, are blindfolded and then asked to say as loudly as possible "Spring will come!" the object being to see which one can open his mouth the widest

and hold the "come" longest without taking a new breath. Each participant has a timekeeper who will time him and measure the width of his open mouth as compared to the other open mouths.

That is, that is the obvious duty of the timekeepers. Their real duty is a different matter. Just as their victims have opened their mouths they urge them to open up a bit wider, and at that crucial moment they drop a bit of quinine powder on their tongues to stimulate action——!

The Garden Maze.

Guests stand in lines of equal length. In front of each line is placed a row of ten Indian clubs which will look exactly like rows of delicate flowers in a garden. At the starting signal the first runner in each row starts to hippity hop his way through the row of "flowers" in his garden, passing one club at the right, the next one at the left, and so on down the line of clubs. If a club falls down it must be put back in place before the hippity hopper can continue.

Can you see what will happen to the other clubs when a person stoops over to set one club upright?

Fancy Skating.

The team which made the poorest showing in the Garden Maze is gently but firmly requested to give an exhibition of fancy skating before a group of judges. Whether they can or not all these delinquents are asked to pair off in couples and to skate to the goal and back, doing the most elaborate skating of which they are capable.

This last event has been known to precipitate backsliding among prominent churchmembers!

A May Walk.

About six couples take this May Walk, two couples to each team, the girls standing in front of the men who put their hands on their partners' shoulders. When the signal is given the first couple of each team is to walk to the goal and return to touch off the next couple of their team. The team which first accomplishes this gets one point to its credit. The next time they must run to the goal and return; then hippity hop; and lastly, after the whistle blows they are to turn around and come backwards.

In all four events the girl stays in front, her partner being behind her with both hands on her shoulders. Women are always pushed so much more easily than they are pulled!

Flowerlike Faces.

A team which has won no events is quietly taken out of the room before the others have much time to see who the members are. They are taken behind a large paper curtain on which has been drawn in colored crayon the stem and leaves of almost any kind of flower, the place for the head of the flower being cut out and left vacant. Then each of these victims in turn is to put his face in the opening and keep it there until the audience has guessed who he is.

But—his face has gone through sad changes. In every possible way every face is changed to look as far from natural as possible. Those who wear glasses are asked to part with them and to give them to those who never wear them. Little patches of whiskers, heavy artificial eyebrows, blackened teeth, huge paper noses, flower-covered ears, rouge, heavy white powder, lipstick, false

braids "orange peeling teeth," paper-stuffed cheeks, and blackened eyelashes,—every means of disguise is used to hide the identity of the owner of each face. The one whose identity it takes the audience longest to guess gets a false face as a prize.

Regular Fashion Show.

For a group of girls or women a comparative fashion show is very much to the point. The whole affair has been arranged so that a "wrong version" of a fashion is shown, and after the audience fully appreciates all its bad points the correct version is shown.

For example, a girl dressed in a knicker suit and high-heeled pumps and jade earrings is one preview that invariably calls forth a guilty laugh!

Remember, make lemonade, colored with a few cups full of
For Small Groups
used 1931 Code.

Blind Partners.

After some game in which partners have been together for at least three or four minutes, all the men are asked to sit down in chairs in a circle while their partners stand behind them. Then one by one the men are called upon to stand and describe the costume worn by their partners.

The Society for Prevention of Cruelty to Men should have something to say about this.

Spring Birds.

This should be played in a fairly large room. Guests are asked to choose the name of some spring bird for themselves and to group themselves in the four corners of the room. Then when the Catcher in the middle of the room calls out "I want the robins to fly," all those

who chose the part of robins must run from one corner to the next, flying for all they are worth as they run. The Catcher tries to tag as many of them as he can. Anyone who is tagged must help him catch the other birds until they are all caught. If a player is about to be tagged and wishes to be safe he needs only to flap his wings and sing at the top of his lungs.

Initial Flowers.

Each guest is asked to put his initials on the top of the piece of paper given him. These papers are then collected, mixed up and passed out again. Guests are to study the initials on their papers and then write out the name of the flower which they think the owner of the initials must closely resemble, the only ruling being that the initials on the top of the paper be used. For instance the man whose paper reads "F. D." writes "Fat Daffodil" on his paper.

The papers are again collected and given to the leader who takes them up, one by one, calls out the initials and asks the owners to claim their papers. As they come to the front of the room she says, "Frank Davis, you look like a fat daffodil!"

Frank Davis is a tall lean professor and looks about as much like a fat daffodil as he does like a Gold Dust Twin.

The Flower Jump.

Several large "flowers" are cut out of colored paper, none of them being less than six inches across. These flowers are set out in rows as in a garden, about a foot apart and with four or five in a row. Facing these rows are the guests, standing in lines of equal length. When

the signal is given the first one in each line is to hop down his row of flowers, hopping over the posies on one foot. When he reaches the end of the row he turns around and hops back, touching off the next hopper on his return. Anyone who steps on a posy, or has to put both feet down on the floor is made to start all over again. They may, however, change from one foot to the other, but at no time can both feet be on the floor. The line which first jumps its row of posies is given a bag of peanuts.

Flower Petal Partners.

All the girls are asked to go into another room while the men line up in the main room. Four of the girls stick their forefingers through a paper curtain which covers the doorway. The first man in the line is blindfolded, goes up to the curtain and grasps a "flower petal." As soon as he gets a finger he calls out his name and the other end of the finger calls out hers and they become partners.

When these four flower petals have been plucked, four more take their places and so it continues until all the girls have partners.

Refreshments.

All refreshments are under cover and numbered in a room apart from the main room. One couple at a time is admitted and asked to choose the number of the food desired and to promise to tell no one that number. On each round guests are given one choice.

It does not exactly make for a serious frame of mind to have one-third the crowd eating ice cream, while another third is wistfully holding a napkin and nothing else, and the last third is chewing on a pickle.

Wedding Party

CHAPTER VI

JUNE

For Either Large or Small Groups

Wedding Finery.

As soon as guests have disposed of their wraps the men are sent to one corner of the room and the girls to another. In the men's corner is a committee of three girls who will deck the men in finery fit for a June wedding, and in the girls' corner there have been placed pieces of white cheesecloth, gayly colored ribbons, and artificial and real flowers. The girls are to adorn themselves as only girls can.

When they are all ready the men should look very festive—to say nothing of foolish—in their huge buttonhole bouquets, their knots of tulle or chiffon for neckties and wristlets and anklets, and their small, old-fashioned women's hats, covered with flowers!

Changing One's Name

This is done in far more simple a manner than the usual manner of changing one's name in June. Men form one line and girls another, and marching down opposite sides of the room they come up the center with partners. When they reach the front of the room they march around the room in a big double circle, finally forming a single circle, each girl standing at the left of her partner. Then the leader explains that they take on

new names for the evening, partners exchanging last names. Each player in turn announces his or her new name, by which name he or she is to be called the rest of the evening. For example, Mary Yorke has Bill Howell for her partner. Therefore, for the rest of the evening Mary Yorke becomes Mary Howell and Bill becomes Bill Yorke.

2 - Wedding Music.

The wedding guests must furnish the music so they use the grand march in forming fours, each four making a family group which is to quickly prepare a song, this whether they can sing or not. If the company of guests is a large one, have guests make groups of eight instead of four. They may sing any song they like but they *must* sing a song or suffer the consequences.

They are given four minutes in which to prepare a song and then each group is called out in turn by the leader to sing through one verse and the chorus of their song. That will be quite sufficient! When all the groups have done their best—or their worst—they are asked to make a community chorus and all of them sing their song at the same time.

It is to be hoped that there are no near neighbors.

3 - The Gymnastic Wedding.

Guests then arrange themselves for the wedding, members of the musical family groups sitting together as all good family groups should. The wedding ceremony should have had a bit of preparation put on it but it is made to look as impromptu as possible. The master of ceremonies who is a “gymnasium instructor” calls on the participants to step out of the audience, and right

before the other guests they are prepared for the ceremony. The bride's veil, the groom's gloves (which are ten cent store work gloves), all the wedding finery is at hand and is put on the victims before the other guests.

The music is all very decidedly march-time military music, like Sousa's "Stars and Stripes Forever." The flower girl, who is some husky man, is the first to enter, and comes in doing arm exercises and violently flinging bits of paper about for flower petals. Next the three bridesmaids, who are tall and muscular men, come goose-stepping in, and then the maid of honor enters doing gymnastics. Finally the bride and groom come in, the groom stalking along with mighty tread and doing deep breathing exercises, while the bride is constantly touching the floor without bending her knees.

After the wedding party is assembled the master of ceremonies reads a mock ceremony, all the while interrupting himself with "Arms sideways fling!" whereupon the entire wedding party must "arms sideways fling" until another command is given. All responses by the bride and groom must be given at the same time that the exercises are being performed. After they are safely married the wedding party slowly files out, using the same step with which they came in and doing their exercises as violently as ever.

This is merely a suggestion of a plan for a gymnastic wedding, and can be enlarged upon to a great extent. A groom who is called upon to do "prone falling" while answering "Yes," is most effective!

À la Carte.

Eight heavy women, four stout wagons and eight brave masculine souls are the necessities for this race.

Each heavy woman chooses one of the brave men for her guide and motive power, two couples making up a team. The first couple of each team is given one of the wagons. At the signal the women of the first team sits in the wagon facing the front, and does the steering while the man pushes from the rear.

The committee should have a heart and not make the course too long! The man pushes his lady fair down the course around the designated "post" which has been pointed out as his, and comes back to give the wagon to the next couple—and to take a much needed rest.

The team which first completes this race without any casualties gets an all-day sucker apiece. It is amazing to see how many ladies have lost the fine art of steering a craft. It is made clear to them that it is no fair steering into the piano.

Valet Service.

Every man present is asked to take a girl for a partner, the only stipulation being that the girl he chooses can be no relation of his, thereby making it impossible for a man to take his wife as his partner. These couples form teams, an equal number of couples being on each team. At the signal the first couple of each team runs to the opposite end of the room where the man sits down on the chair provided, the lady takes off the man's tie, and then puts it back on again, tying it as neatly as she can. When she has finished they run back together to touch off the second couple of their team who go through the same process. This continues until all the men of a team have had their ties taken off and put on again.

The women cannot understand the general exodus of

the men toward a mirror immediately after this game is finished.

Makeup.

Four girls and four men who were the losers in some other event are to be the victims for this contest. The four girls are to stand some place where they can be plainly seen by all the other guests. Each man is then provided with a makeup box which contains an old-fashioned hair ornament of some kind, a beauty patch made out of court plaster, lipstick, rouge, eyebrow pencil, and plenty of powder. When the signal is given he is to start in making his lady beautiful. The degree of his success is doubtful.

When the ladies are ready for the beauty contest they stand before the three judges, waiting for the decision as to which man achieved the most artistic effect. The judges have been instructed beforehand to choose the most garrishly awful makeup as the best.

The benefits of this game are not alone social benefits!

The Obstacles of Married Life.

Four couples who deserve a penalty are asked to form two teams, two couples to each team. The teams stand in diagonally opposite corners of the room. When the starting signal is given the first couple of each team starts to race around the room, but—there are obstacles to overcome.

First of all they are not allowed to run this race, but must walk it. As for the obstacles—in one corner they will find two chairs which face each other. They must climb over these, the man helping the lady, it is hoped! In the next corner they are met by an assistant to the

leader who tells them that together they will have to count to twenty before they may pass on. In the next corner they find hoops which they are to draw down over themselves before they are privileged to continue, and in the fourth corner they must sing up and down the scale. This last is no more painful to the contestants than to the onlookers.

When these first couples, who have started from opposite corners, complete the four requirements they quickly touch off the second couples of their team who go through the same performance. The team which first overcomes all its obstacles is given the promise that it will live happily ever afterward.

Dramatic Partnership.

This is the month in which "partners" are taken, and while the matter of taking partners is no laughing matter, nevertheless we might just as well get all the fun out of it we can.

This game is used most successfully with a group made up of not more than fifty guests. On arrival each guest is given a slip of paper. Those given to the men bear directions which govern their part of the performance. Those given to the ladies tell them to look for a certain gentleman whom they will recognize by his actions.

Directions for the men may include the following:

1. Pose as the Statue of Liberty.
2. Preach a one-minute sermon in pantomime.
3. Lead a choir through an anthem.
4. Pantomime a lady dressing her hair before a mirror.
5. Teach a class in Geography.
6. Give two Mother Goose rhymes in pantomime.
7. Teach a gymnasium class.

There are duplicate slips for the ladies, telling each one who her partner will be by describing what he is going to do. All cards are numbered, but no one is allowed to show his card to anyone.

The men are called out in turn to do their stunt. As soon as a girl thinks she recognizes the stunt a man is doing as being the one outlined on her card, she claims him as her partner by asking, "Are you teaching a gymnasium class?"

If he is, and his number corresponds with hers, they are partners. However, it is not always so simple a matter as that. For example, No. 12 has just gone through his performance. Lady No. 5, who likes No. 12 pretty well anyhow cries out, "Oh, I know! He is doing Mother Goose rhymes! He is my partner!" with no thought of the cruel way in which she is wounding his pride.

It is hardly necessary for the leader to prompt the man to say "I AM NOT!" in Italics. He is then forced to repeat his performance until Lady No. 12 wakes up to the fact that he is preaching a sermon. She claims him and he is her slave for getting him out of the limelight.

These dramatics continue until all partners have been claimed. Men do not perform in turn according to number, but take their turn as the hostess calls out their names. If there is an uneven number of men and girls—and there will be—some of the grils will have to play the part of men and perform for a partner.

— Redding cake + 100 cream —

For Small Groups

The Tournament of Roses.

Players are divided into two equal groups, reds on one team and whites on the other, there being an equal

number of men and girls on each side. The reds form a large circle around the whites, stepping back to give them plenty of room. The reds have been given four or five rubber balls and when the signal is given they start throwing these balls at the whites to see how many of them can be "overthrown" in the two minutes allotted. Only hits above the waistline count. As soon as a white is hit he must drop out of the circle, standing outside the circle of reds. When the two minutes are up the number of whites still left untouched in the center of the circle is counted.

Then the reds go into the center and the whites are given the ammunition. After their two minutes of firing is over the unharmed reds are counted. The side which has the most skillful dodgers gets the prize. It takes real dodging to avoid several balls thrown at the same time.

Untying Knots.

Most knots are tied rather than untied in June, but at the risk of seeming "different" we suggest that certain knots be untied in June.

In front of each team of players is stretched a wash-line, the first player in each team holding one end and the leader the other end. Thus, if there are four teams of players the hostess will hold one end of four wash-lines in her hand, while the leaders of the four teams will each hold the other end of their respective lines. Each line has had several fairly tight knots put into it, there being more knots to a line than there are players on the team that holds it. When the signal is given the first player of each team unties one knot. When he has finished he lets the next player take his turn and so it

continues until every player of a team has untied a knot.

The line which finishes first has the privilege of making all the other players pair off with partners and then tying the wrists of partners together in as many knots as they wish, thereupon inviting them to separate themselves.

It would take a more cruel person than the author to suggest that the knots be wet a bit!

Bottle Shower.

Guests are requested to bring gifts which come in bottles only. This brings forth a perfect deluge of toilet water, hand lotion, brilliantine, nail polish, toilet accessories of every kind, the only requirement being that gifts come in bottles.

Pin Shower.

Gifts must be pins of some kind, beauty pins, hairpins, safety pins, blackheaded pins, pins of any kind.

Verse Shower.

The gifts to the bride-to-be are hidden in various places in the house. At the appointed time the hostess gives the honored guest a card on which is written a verse giving directions as to where she will find the first gift. It might read, "Take what you find 'neath the kitchen sink, 'Twill help you make a nice cold drink."

The gift will probably be an ice pick or a lemon squeezer, but whatever it is, the package must not be opened except before all the other guests.

A second verse will show the hiding place of the second gift, and so it continues until all the gifts have been found and opened before the other guests.

*Out door morning things like? jewelry
and in bottles or cans?*

The Wedding Supper.

The different "courses" are hidden in various places in the home or hall. When the wedding supper is ready the hostess announces that the hunt for the first course is on; that the one who finds it shall run back and tell where he found it; that she will then blow her whistle as a signal that the lost is found; and that they will all then go to the sequestered spot and be helped to the first course.

When the first course is found and done away with the guests hunt for the second course. This may continue as long as there is any food with which to continue.

CHAPTER VII

JULY AND AUGUST

Picnic Games

Enfranchised Baseball.

The *rules* of this game are like those of regular Indoor Baseball, but the game itself and the score are no more like regular baseball than they are like croquet. Teams are made up of women and men, half the players on each team being women and half of them men, in each case the pitcher and catcher being men—for obvious reasons. Rules are followed as for regular Indoor Baseball except that women are given six strikes, the reason for which is again obvious! The umpire, who knows nothing whatsoever about the game, is a woman.

Men players are advised against getting excited when women batters get hectic and throw the bat in the very teeth of the catcher or any too interested onlooker. They *will* do it.

Musical Pom Pom Pull Away.

Players stand on one home line while It stands in the center of the open space between them and the other home line. At his call, "Pom Pom Pull Away!" all players must run across this open space and try to get to the other home line without getting caught. But if It is imminent and a player does not wish to be caught he

may become safe from being tagged by singing at the top of his lungs, as he runs.

It cannot tag anyone who is singing—although sometimes It would like to do lot worse things, than *tag* some of these singers! Any player whose singing ability did not save him from being tagged becomes a helper of It, and when the call of “Pom Pom Pull Away!” comes, catches all the players he can as they run back. After all the players have been caught the first one to be caught becomes the It for the next round.

This game is plenty of fun to play and to watch but awful to listen to!

Thrilling Three Deep.

This is a splendid game for strenuous boys who need to work off surplus energy, and it is just as good for weary business men who need to laugh until they weep. Players form a double circle of pairs, partners facing each other with enough space between them for another player. They stand with their feet far apart. The one who is It and the one who is to be chased stand outside the circle and when the starting signal is given they race around the circle. The “chasee” suddenly stoops and crawls between the knees of some player and stands with his back turned to that person, who must run for all his worth as It now turns his attention to him and tries to tag him before he can crawl between the knees of some player. If It does succeed in tagging him, It immediately tries to crawl between a pair of knees and get to safety, while the one whom he tagged becomes It.

It is *such* a simple matter to crawl between the knees of another player when one is in a tearing hurry and on a dead run.

Dressed-up Leapfrog.

Boys and men are divided into two circles, one man in each circle being appointed as leader for his circle. All players get down on their hands and knees, take their hats and put them on the backs of their heads. When the signal is given the leader in each circle starts leapfrogging his way around the circle. As soon as he gets back to his place he slaps the man who is just ahead of him and this man starts in to do the same thing, the object being to see which circle can first have all of its members leapfrog their way around the circle. But—if a player knocks off the hat of some player over whom he is leaping he must go back, put the hat where it belongs, and leap over the player and the hat again.

For some reason tall men with big hats are not popular in this game.

War on Horseback.

This is a game for big and little boys, age limit sixty to six. The group is divided into two teams, each big member of a team taking a little member as his partner. The big one goes down on his hands and knees and acts as the horse while the little one sits on the back of his horse and acts as rider. When they are all ready, horses of opposing teams come at each other, each one trying to upset the rider of the enemy. A rider cannot get back on his horse after having once been dislodged. The team which first dislodges all the enemy riders is the winning team.

The only trouble with this game is the fact that there are so few human horses on whom one can depend. Let a horse begin to laugh and he invariably goes down flat on his stomach, leaving his rider sprawled out wherever

he fell. Or let a horse begin to feel his oats and kick up his heels playfully—well, you know what happens to the rider!

Mimic Cat and Rat.

This is just like the old game of the cat chasing the rat except that the cat must do everything the rat does, and follow the same course the rat takes. If the rat becomes facetious and turns a handspring while running away from the cat, it is up to the poor cat to do likewise before he can tag the rat.

Double Dead Ball.

Guests are divided into two teams, each team being provided with three or four soft rubber balls. The two teams face each other across a line stretched between two trees, about three feet off the ground.

When the signal is given they start shooting at each other. Anyone who is hit by a ball is dead and must drop out. If a player sees a ball coming his way and he catches it, he is not dead, but may continue in the game.

The team which stays alive the longer gets a prize of a bag of peanuts.

Obstacles.

Players form a circle, It and the player who is to be chased standing on the outside of the circle. Two obstacles, which are just alike, have been placed just outside the circle. They may be barrels, one for the runner and one for It to climb through; they may be a rope which they will have to jump; or any obstacle which is awkward to climb over or through. Whatever these obstacles are, the one who is being chased cannot run

back to his place in the circle before he has gone over or through one of the obstacles, nor can It tag him before he too has jumped over or through his obstacle.

It is so easy to go through a barrel when one is in a hurry.

Four-legged Cat and Rat.

This is played exactly like the old game of "Cat and Rat" except that both cat and rat must run on hands and toes. Players form a circle, one player being chosen for cat and another for the rat. The rat is given just a short start, and then the chase is on,—on hand and foot. The rat is not allowed to run away from the circle in his efforts to avoid the cat. When the rat is caught he chooses a new rat and the old cat chooses a new cat.

Double Cat and Rat.

This is played like the game above except that there are two cats and one rat. All three must go around on hands and knees. If the cats are fat and the rat is not, the rat stands a better chance against the two cats than one would think.

Horseshoe.

No picnic is complete unless a horseshoe game is going on in some part of the grounds. If horseshoes are hard to get rope quoits are just as acceptable.

After some "regular" horseshoe games it is never amiss for the ladies to challenge the men, the only requirement being that the men who play against the ladies must throw with their left hands.

At that, they usually show up the women.

Pigtail.

When only a few players are available and the baseball fever is burning Pigtail, Long Ball, and Workup show up to good advantage. Pigtail may be played with as few as five players, a pitcher, a catcher, a baseman and at least two batters. The baseman may be dispensed with if necessary, but it helps considerably in putting a runner out to have a baseman on the job. There is only one base and it is located about half-way between where first and second bases would ordinarily be. If the runner is put out he becomes pitcher, the pitcher becomes catcher and the catcher becomes one of the batters. Any ball which lands in front of the catcher is a good ball.

Workup.

This too is a very flexible adaptation of baseball. It can be played with a minimum of nine players, pitcher, catcher, the three baseman and four batters. If any more players are available they fill the places of shortstop and fielders. When a batter is put out he goes to the position of least importance and every other player moves up a notch, the catcher becoming a batter. If there is a full nine on the field the one put out goes out in the field, and as the different batters are put out works his way up through the field, shortstop, third, second and first bases, pitcher, catcher, finally becoming a batter again. Rules are exactly like those of Indoor Baseball.

Long Ball.

There is only one base and it is located directly behind the pitcher's box, the pitcher being about equidistant from the home plate and the one base. There may be

any number of runners on the base at the same time. Runners may be put out by being hit with the ball. Any ball which lands in front of the catcher is a good ball.

Kick Baseball.

This is played exactly like Indoor Baseball except that a football is used instead of a baseball, and that there is no pitcher. The football is laid on the ground at the home plate and is kicked by the "batter." No batter is allowed to pick up the ball to kick it. It must be kicked off the ground. Foul lines are the same as for regular Indoor Baseball.

If the batters are too husky and their hits land too far away to make the game interesting, a rule is made to the effect that all kicks must be made with the left foot. This *has* been known to land awkward kickers in a prone position.

Kick the Stick.

This too is played like Indoor Baseball except that a heavy stick or a strip of rubber hose is used instead of a ball. The stick is about twelve inches long and is laid between two bricks at the home plate. There is of course no pitcher. The batter kicks the stick and the rules for foul or good balls are the same as for Indoor Baseball.

Ten Pins.

If the committee can supply about twenty Indian clubs, there are several splendid picnic games for which they can be used. Two separate bowling alleys are set up for two rival teams, there being ten clubs in each alley, set rather far apart. The first player in each team is provided with an old bicycle tire. At the starting signal these first players roll their tires and try to knock

down as many ten pins as possible. Only one trial is given each player. Score is taken and the tire is given the next player. This continues until every member of both teams has rolled the tire. The team which scored the greatest number of hits is given a point for this first event.

The team which wins three out of five events wins the game—and the tire. There should not be more than ten players to a team.

Bombardment.

Players are divided into two teams, members of which form lines and stand facing each other, the two lines being about fifteen feet apart. Each player is provided with an Indian club which stands beside him. Each side is given two basketballs and at the starting signal these balls are shot across the open space, the object being to knock down the club of an opponent. As soon as a club is knocked down its owner picks it up, but not before the scorekeeper has taken a record of it. The winning team is the one which knocks down the most clubs in five minutes.

Club Feet.

This game is used to very good advantage with men and boys. Players form a circle, each one having an Indian club between his feet. The one who is It stands in the middle with a basketball in his hands. At the starting signal he throws the ball at the club between any pair of feet, trying to knock over the club. If he is successful the owner of the pair of feet becomes It and takes the ball and the center of the circle.

If there are more than ten players to a circle there

should be three or four Its. This will call for considerable stepping about and considerable agility!

Guarding the Club.

An Indian club is set up on a cushion in the center of a circle made by the players. It is stationed near the club as a guard. Players are provided with two or three soft balls and when the signal is given they start to try to knock over the club. It of course tries to prevent them either by catching the balls or guarding the club in any way he chooses except by picking it up. The one who is successful in knocking down the club becomes the next It. If possible, a time score is kept and the one who was It the longest may name some ridiculous stunt which the one who guarded his club the shortest time must perform.

Competitive Catch.

Players are divided into two competing lines, each line choosing a captain, and the two lines facing each other about twelve feet apart. The captain from team No. 1 faces team No. 2, while the other captain faces team No. 1. Each captain has a basketball and at the starting signal starts throwing the ball to members of the team which he is facing, not throwing it to the players in turn, but trying to take them by surprise by throwing it to people who do not expect it. The captain keeps score of misses and calls out the new score every time a player misses a catch.

After about five minutes of this the game is called and the side which has the greatest number of misses to its credit must run any race the winning team sets for it.

Competitive Teacher.

Formation is like that of Competitive Catch, but the captains face their own teams and act as "teachers." At the starting signal the teachers start throwing the ball to the different players of their team in turn, and the teacher who first gets the ball down the length of his line to the last player wins one point for his team. This is repeated and the line which wins two out of three events wins the game. If a player misses a catch the ball must be thrown at him again until he does catch it.

One Basket Basketball.

Players are divided into two lines of equal length, the first one in each line being given a basketball. Both lines are facing a basket and at the starting signal these two first players run up to the basket and try to throw the ball through the basket. As soon as they succeed they run back to their teams and give the basketball to the next player in the line. This continues until all members of a team have made a basket, the team succeeding in doing it first being of course the winning team.

Team Pass.

Members of a team form two columns. The first one of the column on the left holds a basketball. At the starting signal he starts passing the ball back over his head. When it reaches the last player in the line that last player throws it across to the last player in the other line of his team. It is then passed forward and when it reaches the first player of that line he runs across to the head of the left column and starts the ball back again, every member of that line moving back one place,

the last one going across to the other line every member of which has moved forward one place. This continues until the leaders are back again in their original places, the two teams competing of course to see which one can first get its leaders back to their places.

Circle Safety.

A circle about ten feet in diameter is marked off in some way, possibly by a marking on the ground. This marked-off space is guarded by It who stands just outside the circle trying to prevent players from getting inside it. At the beginning of the game all players gather at the goal, a spot about fifteen feet away from the circle, and when the starting signal "All in!" is given, they start trying to get inside this circle. Anyone who is tagged by It before stepping inside must become a helper and help It tag other players.

After all the players are either inside the circle or on the outside helping It. The call "All Out!" forces those inside the circle to leave it and to run back to their goal. Anyone who is tagged on the way becomes another It. Then the call "All in!" calls them back to the circle, and so it continues until all the players have been caught.

Friendly Enemies.

Players, who are standing in a circle in the center of which are placed several newspapers, are numbered off by 2s, it being the business of the 1s to compete against the 2s. All players join hands, and when the starting signal is given they all start to try to force their "enemies" into the center of the circle so that they will have to step on the newspapers. Any player who is forced

to take even one step onto a newspaper must go to the center of the circle and sit. The team which in five minutes forces most enemy players to take their fatal step inside is the winning team.

Players cannot unclasp hands in their forcing, but if two sufficiently determined 2s unite their strength to force the unfortunate 1 who is between them to step on the newspapers, their hands will furnish enough motive power. However, if while a 2 is helping to force a 1 into the center he too should lose his balance and step on the newspapers, into the center he goes!

The Wreck.

This game is played exactly like the game "Steamboat" except that trees are used instead of chairs. It should be played in a place where there are several trees rather close to each other. Each player, after having been assigned the name of some part of a merry-go-round, chooses a tree. When all the players have been given names and are standing against trees, It stands out in the open and begins his story about the wreck and what happened. The story should bring in the names of all the parts of a merry-go-round, and is brought to a close by the remark, "We were going along at a great rate, getting faster and faster, like this, 'Chug, chug, chug' (to be given about twenty times, each chug getting faster than the preceding ones) when all of a sudden the whole thing blew up, Bang!"

As he has mentioned the different parts of the merry-go-round, names of which have been assigned to the various players, each player, as his name is called goes over to where It is standing and puts his hands on the shoulders of the player in front of him. Finally they

are all standing in a line with hands on each others' shoulders, It leading the line. When the assembling of parts is finished and they are all in line, and It has come to the place where "We were going along," etc., he starts to lead the line around through the trees, at first walking slowly but gradually getting faster and faster until they are running just as fast as they can. Suddenly It cries, "All of a sudden the whole thing blew up, Bang!"

At that the whole merry-go-round breaks up and each part must find a tree as quickly as possible. The last one to find a tree is It for the next time. It may repeat this, or he may use an automobile, or a stagecoach or a train for his vehicle, the main point being to give all the players a speedy ride and an exciting one, with a chase at the end for a tree.

Overtake.

Players form a circle and number off by 2s. Both 1s and 2s choose a leader to go into the center, each of these leaders being given a basketball or an indoor baseball. At the signal they start throwing their balls to players of their team only, the two leaders starting at opposite sides of the circle and working their way around the circle, throwing the ball to each one of their own players in turn. If a player misses the ball it must be thrown to him again until he does make a good catch, the point of the game being to see which ball can first overtake the enemy ball thereby winning one point. As soon as a ball does overtake that enemy ball, the leaders again start at opposite sides of the circle to throw the ball to their players in turn. The side which wins four out of seven events wins the game.

New Puss in the Corner.

This is played exactly like the old "Puss in the Corner" except that each player chooses a tree for his corner, in a spot in which certain trees have been marked in some way as being "legal" corners, there being one more player than marked trees. Also, the puss who is looking for a corner does not try to tag two players who are trying to change places but tries to hit them with the basketball with which he has been provided. The player who is hit gives up his corner and becomes the new puss who wants a corner.

Nature Study.

For children and even for grownups whose Nature Study has been neglected, it is interesting to have a contest based on the recognition of certain plants, flowers, birds, leaves, trees, etc. Players are divided into two groups and the group which in the allotted time recognizes the greatest number of the things listed, is the winning group.

The leader may make his list to suit his own group and locality. In the case of leaves, for instance, players may hunt for as many kinds of leaves as they can name; bring them to the leader and have him check them up. Trees in a limited area may be numbered and players who carry cards bearing similar numbers write out the names of the different trees opposite their numbers. Birds are difficult because they can scarcely be brought to a leader for identification, but with a few assistants the leaders can cover a great deal of ground and check up on the bird hunters. Flowers and grasses can of course be brought to the leader.

This Nature Study should end in a very strenuous

game and should be followed by some contest in which the losers of the Nature Study Contest are made victims in some particularly ridiculous stunt.

Grass Loops.

This game is best used as a quiet game for tired players. There are only two players in each game. Each one of them takes a blade of grass and with it forms a loop with the grass of the other player. They then start to pull, and the one whose blade breaks first loses that particular event. They may do this nine or ten times, the one who wins the most events being the winner.

Tag Games

Hide and Go Seek Tag.

In this tag game It hides and the player who finds him gives out the alarm, whereupon It dashes out of his hiding place and tries to tag one of the fleeing players. The one whom he tags becomes the next It.

If grownups play this game and it is found that they have the same weakness that children sometimes display—a desire for the limelight which leads them to try to be tagged and become It, a rule is made to the effect that the one who is first tagged must help It tag all the other players and that the one who is last tagged becomes the new It and is privileged to hide.

Pass the Buck Tag.

The one who is It must carry something awkward in his left hand. As soon as he is able to tag anyone he gives the new It this “something awkward,” which must be carried until a new It is tagged. The object may be a tin pail or a long vine or a bunch of grasses, anything that will be awkward to carry when one is in a hurry.

Hippity Hop Tag.

All players and It are required to hippity hop.

Beanbag Tag.

It must carry a beanbag on his head. If the beanbag falls off he is not allowed to tag anyone until it is put back on his head.

Shadow Tag.

This can be played only on a bright, sunshiny day. When It is chasing a player, if that player can step into the shadow of another player both of them are safe and It must look for another victim. However, if "shadows" play safe too long, It needs only to call "All out in the sunshine!" and all players must move.

Fat players who make fat shadows are always popular.

Grand Opera Tag.

When It is close upon a player and just about to tag him, this player may make himself safe by quickly assuming a position with arms stretched out widely, feet apart. At the same time he must be singing any song he chooses, as loudly as he can.

He deserves to be safe.

Nose and Toe Tag.

To avoid being tagged by It players must touch their noses and toes. Anyone in such a position may be safe from being tagged, but is anything but comfortable.

Trio Tag.

All players form threes, even It being a line of three players with hands joined. The It team must be given a

large red handkerchief which must be waved constantly to show who is It. When they are able to tag some other three that three is given the red handkerchief and becomes It.

It is so easy to run when two other people as determined as you are are pulling in the opposite direction.

Picnic Races

The Duck Waddle.

Three ducks, three canes, and three stout women are the ingredients necessary to make this a real race. The contestants stand in an enclosed space which is about forty feet in length. Each woman is given a cane and a duck with a string around its neck and when the signal is given, is to start driving her "beast" to market, which market of course is the goal line. The woman who first succeeds in driving her duck to the goal line, guiding it by means of her cane, wins her duck.

She will have earned it.

The Dustpan Race.

A grassy plot is chosen for this race. Eight big men and eight small men or boys are chosen. Each big racer takes a little racer as his partner, and two couples form a team. The first big man of each team is given a dustpan. When the signal is given the small man sits on the dustpan with his feet under him; the big man takes hold of the handle of the dustpan and starts pulling him down the length of the racecourse around the tree which each one has had pointed out to him as his goal, and then back to his team where he gives the dustpan to the other big man of his team. That second couple goes through

the same process, and the team which first finishes this agony wins a prize.

Big men have been known to pull too zealously and to spill their little passengers.

The Timid Tossers.

All the women are lined up for the toss. Each one in turn is given an indoor baseball and is asked to throw it as far as she can. The five who threw the farthest are then lined up with five of the men and the real contest is on. The men are to throw as far as they can with their left hands while the women try to overthrow them with their best right-handed throwing.

At that, if the men don't outthrow the women——!

The Blind Leading the Blind.

There are two men contestants for each team, one of them being small. They are all blindfolded and the small one of each team gets down on all fours. When ready this horse puts up his feet and his blind driver takes hold the feet and drives his blind horse to the goal and back. Or at least, maybe he does.

He is far more likely to drive his horse straight into the creek. The blind team which completes anything that even looks like a straight course is given a real prize.

The Monkey Relay.

Boys are divided into lines of equal length. When the signal is given the first boy in each line goes down on all fours with his hands behind him, scrambling to the goal and return on hands and heels. When he returns to the starting point he touches off the next runner and the race goes on in this way until every member of a team has run.

Two in One Sack Race.

Two contestants race with inside feet together in one sack and go back to give the sack to the other couple of their team.

Obstacle Race.

The race course for each line of contestants consists of a line of obstacles, the worse the better. As soon as one player has completed his line he hurries back to touch off the next runner, who must go through the same performance. The line which first overcomes its obstacles gets all the ice cream it can eat.

Obstacles may be as follows:

1. Run with hands on ankles to the place where an automobile tire has been placed.
2. Crawl through the tire.
3. Eat a cracker without the aid of hands.
4. Run to a barrel hoop. Draw down over shoulders and step out of it.
5. Thread a needle.
6. Find a nickel which has been hidden in a saucer of flour.
7. Run back to starting point on all fours.

Burden Race.

Three players form a team. The two larger ones form a chair by clasping their right hands on their own left wrists, and their left hands on their partner's right wrists. They carry the lightest member of the team to the goal and return.

They may next be required to run this race backwards. In this event one's entire sympathy is with the one who is being carried.

Eating on the Level.

Two players who admit a fondness for ice cream are blindfolded and asked to lie flat on the ground, their faces close to each other. Each one is then given a dish of ice cream and asked to feed the other one.

At this point our imagination ceases to function.

Eating Contests.

Further eating contests, which for some reason or other always seem to be popular at picnics, might include the following:

1. Eating a cracker without the aid of hands.
2. Eating a large ripe tomato placed on a plate on the edge of a chair. Or on a newspaper on the ground.
3. Eating cracker crumbs from a saucer.
4. See Piggy.
5. See Mashed Potatoes.
6. See Chopstick Chew.

Individual Contests.

1. *Backward Shake.* Contestants are asked to put their right hands over their right shoulders and their left hands under their left shoulders and to shake hands with themselves across their backs.

2. *Touch Toes.* Contestants are seated with legs stretched out straight in front of them and they are to touch their toes without bending their knees.

3. *Stiff.* Contestants lie on the ground with arms stretched out stiffly at their sides. Without touching anything they must rise to a sitting position and then stand up.

NOTE: Other races written up elsewhere in this book which could be used for out-of-door races include the following:

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WATER EVENTS

Races

Whoops My Dear!

Four hoops are placed in the water, one for each team of contestants. They will not stay in position but that makes no difference. At the starting signal the first one of each team must swim to the hoop which has been pointed out to him as his, pull himself through the hoop, and go on to the goal and return to touch off the

other member of his team who goes through the same performance and the same hoop!

The Swimming Boxes.

Each contestant is given an ordinary soapbox. At the signal he lies on it and swims to the goal and return, giving the box to the other member of his team who does the same thing.

Impediments.

Each contestant is given a woman's wash skirt which he is obliged to put on over his bathing suit before he gets into the water. He is to swim to the goal and return to touch off the next runner—with the skirt on.


A man looks and acts funny enough wearing woman's clothing while it is dry, but a woman's skirt wet, on a full-grown man, and in a swimming race—well, there may be funnier things, but I doubt it!

Wet Weather.

Contestants swim to the opposite side of the pool or the place marked off for swimming; each one reaches up and gets an umbrella which is held open for him, takes it in his left hand and swims back to the starting place. There he gives the open umbrella to his partner who must take it in his left hand and swim back to the other end, give up the umbrella and swim home. The couple which first completes this gets the prize.

Suitcase Race.

Contestants swim to far end of pool where an old suitcase awaits each one, each suitcase containing a skirt



of generous proportions, a hat which may be tied on, and a scarf of some gaudy color.

It seems hardly necessary to say that these articles should be of ancient vintage. The swimmer who first gets to the starting point wearing the articles he found in his suitcase is given his fancy wearing apparel as a prize!

Plank Race.

Contestants lie on a plank and swim to goal and return.


Balloon Blow.

Contestants are given balloons of different colors which they are to blow to the goal and return.

Stone Carry.

Each contestant must carry two or three small pebbles on the back of his right hand and keep them there till he returns to the starting point.

Pie Tin Race.



All contestants balance a pie tin on their heads while they race from one end of the pool to the other. A pie tin which rolls off must be recovered and put back on before a swimmer can continue.

Singing Race.

Contestants must sing any song they choose all the way to the goal and back.

Frogs and Crawfish.

If such "animals" are obtainable let their obtainers pit them against each other in a race on the bank!

Couple Race.

Swimmers race in couples inside arms locked.

Ankle Race.

Contestants race with left hands on left ankles.

Ice Water Relay.

Swimmers stand on the bank in lines of equal length, the first one in each line holding a large pan of ice water. At the signal these pans are rapidly passed back over the heads of the contestants to the last one who runs to the front of the line and immediately starts passing it back again. This continues until the original leaders are back in their places.

A shallow pan full of ice water passed in a hurry over one's head——!

*Water Games***Under Cover.**

One swimmer is It and tries to tag some other swimmer who must get under water to be safe. Anyone who dives and gets under cover is safe from being tagged—for the time being.

Water Pom Pom Pull Away.

It gets out in the middle of the pool or swimming hole while all the others line up on the bank. When It calls out "Pom Pom Pull Away!" they must all leave the bank and swim across the pool to the other bank. Anyone whom It tags on the way over becomes It with him and helps him tag the others. When they are all caught the one who was caught first becomes It and they start over again.

Water Animals.

This is played very much like Pom Pom Pull Away with the difference that all players take the name of some barnyard or circus animal. When It calls for the horses, all horses must try to get to the other bank without being caught. So it continues until all "animals" have been called for and caught.

Takeaway.

A basket ball or a large indoor baseball is provided. The players are divided into two teams, and the object of the game is for one team to keep the ball away from the players of the other team. When the starting signal is given the player who holds the ball throws it to some member of his team, who in turn throws it to another member of that team—unless one of his opponents has snatched it away from him.

The rules for getting possession of the ball are as follows: No player is allowed to snatch the ball from another player's hand, but can snatch it when it is flying through the air or after it has been fumbled. There is no score, but there is enough fun in this very simple water game to last a group a long time.

Treasure Diving.

X
Players are divided into two teams with a captain for each team. The captain of one of the teams throws some heavy object in the water, something which is small and hard to find, and heavy enough to sink. Members of the opposing teams then dive for the object, a time-keeper keeping a record of the time it took for the object to be brought to the surface after it left the captain's hand. After it has been brought up, the other

captain throws it in and members of the first captain's team dive for it. This is repeated several times and the team which wins may duck the losers!

If the game committee is of a plutocratic standing they may throw in pennies to be dived after.

Water Butt.

Each player is seated in a canoe and is provided with a long pole, the end of which is heavily padded. The object of the game is to butt the other contestants out of their canoes by means of these long poles. The one who stays in his canoe to the last deserves a reward.

Water Dash.

Players are seated on the bank in their bathing suits. Two of their number stand in front of them, one of them holding a glass full of water. The other one is instructed to decide upon some flower and to whisper it in the ear of the one holding the glass of water. When he has done this all the players start guessing in turn as to the name of the flower decided upon.

Suddenly one of them gets the entire contents of the glass dashed full in his face for he has guessed the right flower. This means of rewarding a bright guesser is startling to say the least! This bright guesser then becomes the one who must decide on some flower, while the one whose place he takes becomes the water thrower and the water thrower becomes one of the guessers.

Birds may be used instead of flowers, or animals or colors.

Formerly, this game was played with only one person standing in front of the group. This player did both the deciding upon some flower and the throwing of the

water. However, it proved to be too much of a temptation to decide on no flower but to wait until one's particular enemy of the hour named a flower and then pretend that that was the flower decided upon and let go at him with the water!

Water Football.

Players are divided into two teams, the two teams having goal lines at opposite ends of the pool as in football. Points are made by touching the enemy's goal line with the ball which may be a volleyball or a regular water ball. The ball is thrown up in the center by the referee and after that members of the two teams make every effort to get the ball and to make a touchdown with it on the enemy's goal line, the enemy doing their best to prevent it and to make a touchdown of their own. The only kind of guarding permitted is one with arms outstretched. Every time a touchdown is made the two teams change sides.

Water Newcome.

A line is stretched across the middle of the pool, the two teams being on opposite sides of this line. They are furnished with some three or four light rubber balls, and at the starting signal start throwing these balls into the enemy's territory, trying to make their balls land in the water. A scorekeeper for each side keeps score of the numbers of enemy-thrown balls which touch the water, loudly announcing each score.

Of course a ball which is caught does not make a score. This continues for about five minutes, the team which registers more landed balls on the opponent's side being the winning team.

Watery Three Deep.

The old-fashioned game of "Three Deep" may be played in the water as well as on dry land.

The same is true of "Blind Man's Buff," as well as "Cat and Rat."

Circle Tag.

Half the swimmers form in groups of three, members of each group forming a line and holding hands. As they catch and encircle any of the other swimmers they too must form lines of three and help catch the rest of the swimmers who are "running" around loose.

Ruth and Jacob.

Rules for swimmers are the same as those for landlubbers.

Exchange.

Swimmers are scattered about on the edge of the pool. It is blindfolded, stands in the center of the pool and asks for two people who are on opposite sides to change places with each other, trying to tag one of them on the way. The one tagged changes places with It.

Water Baseball.

This is played like Workup, or Long Ball, or Pigtail, the runners swimming from one base to another.

Animal Guess.

Players form two teams on opposite sides of the pool, each team having a leader. They take turns in deciding upon an animal, advance to within five feet of the enemy line and when the enemy guesses correctly what animal was decided upon they fly for "home." Any swimmer tagged on the shoulders goes over to the enemy.

Overtake Tag.

Swimmers form as large a circle as is possible. At the starting signal each one tries to tag the swimmer directly in front of him. As soon as a swimmer is tagged (on the shoulder) he must drop out. The last two to stay in the race fight it out between them, the one who can maneuver to touch his opponent's shoulder being the winner.

Poison Touch.

Swimmers throw a large heavily knotted handkerchief at each other. It, in the meantime, tries to tag some player while the handkerchief is in his possession.

Catch Contests.

Any of the ball catching contests may be used. Competitive Catch, Competitive Teacher, and Overtake, found elsewhere in this chapter are typical. Instead of a ball a small stone or something that will sink if not caught should be used.

Pass Ball Relays.

Relay races in which balls or any object of any kind are passed from one to another can be used for water races. A race in which the contestants stand in the water in two columns and pass the object back over their heads is typical. Again the object should be something which will sink if not caught.

Water Tag Games.

1. A swimmer who is tagged must keep his left hand on the spot on which he was tagged.
2. A swimmer can be tagged on the feet only.
3. The one who is It must keep his right hand on his right ankle.

4. Two swimmers lock inside arms and form an It team.

5. To become safe a swimmer must tread water; or sing.

6. If, while It is chasing another swimmer, any player swims between It and the person chased, then It must chase this intruder.

Hayrick Ride Games

Traveling Sights.

This is the month of hayrick rides; bacon bats; wiener, corn and marshmallow roasts. If a hayrick ride is taken early in the evening when it is still light this game is used to good advantage. The leader has made out a schedule of things visible from a hayrick which may count for a score, the things seen on the left side scoring for those sitting on the left side, the same being true of the right side. The number of points allowed each "sight" depends upon how ordinary these different sights are. For example, a woman milking a cow counts twenty, while a man milking a cow counts only five! The side which first gets one hundred points to its credit can make the other side get off the hayrick and walk a full two blocks.

Sitz.

This game is made difficult by the fact that beards have gone out of date. It is made a bit easier, however, by the fact that it may be continued for as long a time as the players desire, several days in fact. The only rule is that no score is made unless all players are present. It may be played any and everywhere there is a

passing crowd. A long streetcar ride usually offers many a beard, as do automobile trips, hayrick rides and the like.

Score is made in the following manner. The player who first sees a beard and cries out "Sitz!" wins as many points to his credit as the schedule calls for. That schedule might run as follows:

1. A white beard counts for 5 points.
2. A black beard counts for 5 points.
3. A Van Dyke counts for 10 points.
4. Sideburns count for 10 points.
5. A red beard counts for 50 points.

The player who first gets one hundred points to his credit wins the game and is entitled to the "treat" the players had decided upon before the game began.

It is often rather disconcerting for the owner of a beard to have a passerby excitedly grasp his partner's arm, point at him and shriek out "Sitz!" without his being enlightened as to just what kind of ailment he is afflicted with!

Singing.

See Thanksgiving Singing.

Campfire Games

Campfire Singing.

See Thanksgiving Singing. Also, April Fool Harmonics.

While guests are sitting around the campfire a man between every two girls, singing and telling yarns, playing games and enjoying stunts, the leader announces that she will blow her whistle at intervals of five minutes,

at which signal every man is to get up and move to the right, taking a new set of neighbors.

Ha!

First player says "Ha!" to his neighbor, who adds a Ha and says "Ha ha!" to his neighbor, and so it goes around the circle, each player adding a "Ha!" to the number he received!

✓ Imitation.

Players in turn start a stunt which must go around the entire circle. If the first "starter" sings up the scale, every player in the circle in turn must sing up the scale, etc., etc. 1754

Gossip.

Players take turns starting a sentence which must be whispered around the circle. No one is allowed to repeat a sentence after it is once whispered in a neighbor's ear. The last player gives the final result aloud.

"Result" is well put.

x ✓ Initials.

Each player is asked to do a stunt, the name of which begins with the initials of his own name. Sally Lundin must "sing lustily."

Each player must rise and flatter himself, again using the initials of his name. Ben Price is "bewitchingly pretty."

x ✓ Definitions.

The leaders ask the players in turn for definitions of words or expressions which are extremely difficult to define, like a flight of fancy, an echo, a mere bagatelle, or the flash of an eye.

It is made clear that the more impossible the definition the more acceptable it is. The most impossible answer is rewarded by a bag of peanuts.

The Quizz.

The same is true of answers to the list of questions the leader has prepared and asks the group. If she inquires as to who built the Ark, and the minister with proud and shining eyes answers, "Mayor Hylan!" he is rewarded by a pat on the head from his proud teacher!

Proverbs.

Words of well known proverbs may be sung in garbled fashion, or the entire proverb may be acted out by different groups in turn, it being the business of the on-lookers to guess what proverb is being portrayed.

Blind Man.

A blindfolded player is led about by the leader. Whenever the spirit moves him he stops and points at one of the players who must stand and go through some required performance, the blindfolded person being given two chances to guess who it is. If he guesses correctly they change places.

Players may be required to sneeze, cry, grunt, squeal, sing up the scale, or say "How do you do!" Or the blindfolded person may say, "You are a donkey. Let's hear you bray!"

Campfire Contests.

These may be varied, and they are usually for four or five players who stand in front of the other guests. The contest may be based on the kind of laughs each contestant in turn can furnish, musical laughs, contagious laughs, giggly laughs, etc., etc.

Another kind of contest is the breathing contest, to see which of the contestants can whistle the longest without taking a breath; or count the longest without a breath; or sing the highest possible note the longest time.

Note: See Eating Contests.

Quick Thinking.

This is the old game "Fish, Flesh or Fowl," in which the one in the center points at a player and names one of the three classes, either fish, flesh, or fowl. If it was fish, the person pointed at must answer immediately by calling out the name of some fish before the one in the center can count ten. If he fails he must change places with the one in the center.

Earth, air, or water, may be substituted for fish, flesh, or fowl. Animal, vegetable or mineral may also be used.

Mental Test.

The three or four people whose mentality is to be tested stand before the other guests while the teacher tries out their mental processes. Pointing at one of them at a time she puts her finger on her head perhaps and says, "This is my foot," whereupon the one pointed at must immediately put his finger on his foot and say, "This is my head!"

This continues for the few minutes it will take the class to get so confused that the members will not know up from down.

Double Meaning.

One player who it decides on a word that has two or more meanings. He starts things by saying, "My teapot is teapot from a bad cold that he caught from another teapot."

Any player who discovers that the hidden word is horse or hoarse immediately speaks up and answers him by saying, "Well, if you think your teapot is teapot I wish you could hear how teapot my little sister is after a ride on a teapot in the rain!"

After six or seven people have discovered the right word, the rest of the group is enlightened, and the one who first discovered it is allowed to start another double meaning puzzle.

Mixups.

There are several kinds of mixups. The following are typical:

1. Two players go around the circle, one of them giving questions to each player in turn and the other giving answers.

2. Three players go around the circle, the first one naming a place, the next one a name, and the third one an action. Each player then adds to the name assigned him the words "and I," the result being perhaps as follows: "Heinie and I were playing jacks in Westminster Abbey."

3. Each player chooses an object, any kind of object whatsoever. As the leader tells a story, he waits for each player in turn to fill in certain pauses in the story with the name of the object he has chosen. This usually results in "The boy ran down *the finetooth comb* and bumped into *a puff of wind*."

4. This may also be used by having the leader ask a series of questions, asking the same question of the different players in turn, and have them answer by naming the object they have chosen. For example, the leader's

first question might be, "With what did you comb your hair this morning?"

The first player had chosen, "A set of false teeth" for his object so he obediently answers to the effect that he had combed his hair with his set of false teeth!

5. Still another way of playing this game is to have each player choose a trade and an object peculiar to that trade; tell the trade to his right-hand neighbor and the object to the left-hand neighbor. When this has been done the players in turn tell their wild tales of how, "*The butcher* went before the king waving *his hair tonic!*" while in all probability "*The barber* went before the king waving his *thrashing machine!*"

6. Finally, the leader may tell a story and look to each player in turn to fill in the blanks of the story with an adjective beginning with his last initial.

Birds Fly.

The leader calls out, "Robins fly!" and waves his arms as though he were flying, all the players immediately doing likewise. This continues as long as the leader mentions anything that really does fly, but if he should call out, "Horses fly!" and any other player automatically flies, that player becomes It.

Telltale Music.

A small object is hidden among the players in such a way that part of it is visible. Then the person who in the meantime was sent away, is called in to search for the object, his search being guided by the singing of the players. The nearer he gets to the object the louder they will sing, and vice versa.

CHAPTER VIII

SEPTEMBER

For Either Large or Small Groups

1930

This is the month of "larnin" and having to learn English as she is spoke. To make the atmosphere one which is conducive to learning signs should be hung up all over the room to the effect that "I love my teacher!" or "A word to the wise is useless!"

There should also be honor charts and black lists, in each case the reasons for one's name being on either honor or black list being as far-fetched as possible. For example, the honor chart has prim Miss Dodds at the head of the list because she hasn't snapped her gum for a week, while little Mr. Simpson is down on the black list for teasing the girls on the way to school.

Learning a New Language.

Language class

In order that the study of cultured English might be encouraged guests are requested to use the longest possible words all through the evening, being urged to go so far as to use words the meanings of which they haven't the slightest understanding. *Not urged*

At one September party Deacon Pierce was overheard telling the mayor's wife that in days of yore his sobriquetish soir  e had definitely instigated a necrosis of the nil desperandum!

The mayor's wife was conscious just long enough to breathe "Dew tell!"

2- Simple Speaking.

Simplified English
If the guests are the kind who probably originated the above ailment another kind of mixer is far more to the point. They are told that no highbrows are to be allowed to "get by"; that anyone caught during the evening using a word that is made up of more than one syllable is to be reported at once to the teacher with plenty of publicity and full details. A list of highbrows is kept and when victims are needed for some hoax or for some particularly foolish race these highbrows are used.

3- School Discipline.

There is no better month in which to start enforcing discipline, even at social gatherings. An announcement is made to the effect that any violators of the rules of the school will be arrested. Questions as to these rules are answered only by the remark that pupils will find out soon enough just what they can and what they cannot do. There are several monitors who have been instructed beforehand as to what their duties are, and although the games and the program proceed as usual, these monitors are constantly on the lookout for violators. After every game, or between numbers on the program, the teacher asks for announcements as to law-breakers and the monitors make their report. The culprits are brought to the front and the teacher passes judgment on them and calls for the payment of a fine.

Both "violations" and "fines" should be worked out very carefully beforehand, although it must all seem

very impromptu. The following violations are typical: It is against the law to—

1. Wear a red necktie. No honest citizen would.
2. Wear high heels.
3. Laugh too much. Life is serious.
4. Wear tight shoes.
5. Chatter.

Fines may consist of penny payments or the using of the culprits as victims in races and trick games.

Of course the real point of this disciplining is to pick culprits who would under no circumstances be guilty of the misdemeanor they are charged with. For instance, Mr. Gable almost never speaks aloud. He is fined for his incessant chatter. A committee that knows its guests well can work out a list of violations that will be so far-fetched that this can be the most painful game of the evening.

Chesty Spelling.

The committee has prepared cards about eight inches square on each of which has been printed or painted a letter of the alphabet. There should be several more of these cards prepared than the committee thinks will be necessary, in order to make sure that no one will be left without a letter. There should be no X, Z, or Q. As each guest comes in he is given one of these letters or allowed to choose one from a box, sight unseen, and told to pin the letter on his chest. When ready, guests are as quickly as possible to find four other letters which, together with the letter they hold, will form a word. The teacher will give them three minutes in which to find letters with which they can form a word and go to one end of the room ready for the judge's inspection.

Any letter which at the end of three minutes has not found other letters with which it can form a word is given a foolscap which he must wear until the next spelling bee. After the judges have inspected words and given out foolscaps guests are again asked to mix up and form new words, with the same penalty promised those who have not formed words at the end of three minutes. This process continues until about ten words have been formed. No word may be made up of less than five letters. A record is kept of those who are presented with foolscaps and they again pay a penalty later in the evening by being cordially invited to be the victims in a race or hoax.

Lary's Mamb.

Lary had a little mamb,
Fer hather shot it dead.
It hollowed fer to school next day
Between two brunks of chead.

This will serve admirably for a September stunt. If the reader cannot discover just what it is all about let him be consoled, for brighter men than he have toiled over it before they discovered the interchange of first letters of certain words!

No!

Three or four rather prominent guests are asked to form a spelling class. If there are school teachers present let them act as contestants. The hostess asks them to try their luck at the word Constantinople, asking each guest in turn to spell a syllable. The hostess begins by pointing at the first one in line and saying,

"Spell con." The guest obeys her order. The next one is asked to spell "stan" and the next one "ti," whereupon the hostess says "no" and shakes her head in great disapproval of the poor speller. Then she starts all over again, this time choosing a different one of the four contestants to start the spelling. Again after "ti" she shakes her head and says, "no," she seems amazed that they cannot spell "ti," but she is careful to say nothing more than "no," although her motions and the shaking of her head show plainly that the speller is very badly off the track. She does this over and over, letting them take turns at starting the word.

Finally someone will arrive. If no one does, the hostess asks if there is anyone in the audience who can spell the simple word she is calling for. As she soon shows, all she has been asking for is the next speller after "ti" to spell "*no*," which really is the next syllable after "ti," is it not?

Is it her fault if they thought her repeated "no" was a signal that they had spelled it wrong?

Dramatic Tests

This is the month of entrance examinations, but before applicants are allowed to enter the dramatic class they must pass a certain dramatic test. Six or seven applicants are chosen to stand before the other guests who will act as the examining board. Applicants must in turn register the following emotions: Grief, fear, anger, hate, joy, pain, jealousy, gratitude, remorse, welcome, horror, envy, peace, ecstasy, benevolence, embarrassment.

Strange to say, the last one is always the most naturally done! The board passes on the respective merits

of the applicants, and the one who emoted the most realistically is given a lipstick as an encouragement to pursue*his dramatic career.

To watch stout Mrs. Baxter, whose face is just one jolly chin after another, trying to register past her cascade of chins is a sight guaranteed to put a permanent wave into the laughing apparatus of every innocent bystander.

A Dizzy Mixup.

Primary class Calu. B...
A primary class of those who wore foolscaps or who lost out in some other contest is lined up before the audience. There should not be more than five or six in this primary class. Each one in turn is asked to start moving his right foot around in a circle, going clockwise. When he gets that well started he is asked to keep it up but at the same time to make a figure six with his right hand, and on no account is he to change the motion of his right foot.

If he is able to obey orders he is a superhuman man, but he won't be able to obey orders! Let any skeptical reader try it.

Quantity, not Quality.

Six men are divided into two teams, with three on a team. If possible let them be wearers of foolscaps or eulprits from whom a penalty is due. Each team is to appear in turn before the group and to sing a song, the object being to see which group can sing the louder. After they have sung their songs separately they are to sing them at the same time, quantity again being the desired object.

The audience, rather than the participants, is to be pitied in this performance!

Snappy Spelling.

Players are seated in two long lines on opposite sides of the room. Two separate sets of the letters of the alphabet have been prepared, one red and the other black, there being two each of all the vowels. Each player is given a letter. There are three captains for each team, these captains standing at different places in front of their teams. The object of the game is to see which team can spell the greatest number of words in the time allotted.

Words are spelled in the following manner: When a captain calls for a word the player holding one of the letters forming that word runs down to the far end of the room, finds his right place with the letters forming that word, and faces the judges holding up his letter on his chest.

No words are called out by the teacher, but each side must think of its own and must not duplicate those spelled by the other side. However, there would be Bedlam if words were allowed to run wild! So, as each player thinks of a word he calls out to the captain near him, "Hear, hear!" and when he gains the attention of that captain tells him the word. The captain then calls out the necessary letters and if the stage is clear immediately sends those letters down to spell their word for the judges. As soon as the judges have noted it and have called out the word the players run back to their places to make room for the next word.

The stage is simply an open place at one end of the room, with a chair in the middle to mark off the dividing line between the red and black spellers. If this dividing line were not present they would constantly be pushing over into each other's territory. The judges

are of course at the opposite end of the room where they can get a clear view of the stage. All players must be seated and are allowed to get up only when they are ready to spell a word for the judges.

It is not necessary to urge players to choose the simplest words they can think of! Length of word does not count. It is simply the greatest number of words that will win the game. About fifteen minutes should be allowed for spelling, the judges calling out the score from time to time.

This game may sound complicated but it really is very easy to put on and can be played month after month, with variety brought in by stipulating that all words must be of two syllables; or that all words must pertain to Christmas or the special day being celebrated.

Examinations.

While the group is seated and resting after some more strenuous game examinations are given. The "teacher" will put the questions to the group as a whole and anyone who can answer them puts up his right hand, gets the teacher's permission and then demonstrates to the class how smart he is by the way he answers the questions. The questions are as follows:

1. Can you put your right hand where your left hand cannot touch it? •
2. Can you put your handkerchief where everyone in the room but you can see it? •
3. Can you bite an inch off the piano?
4. Can you place a pencil on the floor in such a way that you cannot jump over it?
5. Can you sit on Niagara Falls?

Answers:

1. On left elbow.
2. On head.
3. *Away* from the piano.
4. Against the wall.
5. Write "Niagara Falls" on a slip of paper and sit on it.

Going to School.

Two children's scooters are provided as are four of the stoutest guests present, preferably guests who have fallen short in some other game and who have been listed as victims. They are divided into two teams, a girl and a man to each team.

Contestants line up at the starting line with their scooters and when the signal is given the man of each team puts one foot on the scooter and uses the other as his propelling power, and "propels" as fast as he can (which will not be very fast!) to the other end of the room and back. He immediately and gladly gives up his scooter to the girl who goes through the same performance.

Unlimited Vocabularies.

Two players of opposing teams stand in front of the rest of the group and at the signal start talking as fast as they can on any subject whatsoever. The one who can talk the longest without repeating himself wins a gas bag in the shape of a toy balloon.

Haste Makes Waste.

On the goal line, across the room from each line of contestants there is a row of Indian clubs, three abreast. Runners from each line must run around their three

clubs and back to touch off the next runner. If they knock down a club—and they will!—they must put it up again before continuing. Haste *does* make waste.

Labor Day Trades.

The group is divided into small groups of about six or seven guests each. These groups take turns in pantomiming trades upon which they have decided in secret.

Picking Up Business.

After the summer slump merchants usually start a brisk advertising campaign in the fall. Being of a helpful nature we offer the following games as a suggestion for attracting attention.

Guests are divided into small groups, each group being asked to prepare a stunt which will portray some widely advertised product, each portrayal to continue until the other guests have guessed what it is. The following suggestions are typical:

1. Sun Kist. (A son kissed by his mother.)
2. Eventually, Why Not Now? (An engaged couple being married.)
3. Bunte. Stop That Tickle. (Giggling husband being tickled by his wife.)
4. Walk Over. (One man walking over another—this last if the teacher can find a man who will let another man walk over him!)

Book Characters.

Guests are divided into small groups, each group being asked to dramatize the name or story of some very familiar book. Tom Sawyer and Elsie Dinsmore invariably appear in person.

Do It, Don't!

Men are lined up in rows on one side of the room and girls are on the other, while the teacher stands in front and goes through simple gymnastic movements to be followed if she calls out, "Do it!" but which are to be utterly ignored if she says "Don't!"

The leader may snap her fingers, jerk her elbows back, rise on her toes, etc., etc.

Dramatic Spelling.

As guests come in each one is given a slip of paper on which there is written a letter and a number. When the signal is given all guests having the same number on their slips get together and figure out the verb they think their combined letters form. When their turn comes they are to dramatize that word until the others guess what word it is.

*For Small Groups***Train of Thought.**

Players put some word like "schoolhouse" at the top of their papers and are then given three minutes in which to write down in order the words that are brought to mind by thinking of a schoolhouse. These lists are read and the most logical one is rewarded.

Schoolhouse, teacher, glasses, eyes, blind man, beggar, policeman, jail, mice—there are no limits to the places a train of thought might carry one!

Slang!

This game was written for the purpose of increasing the vocabularies of the guests who play it. They are

divided into two even sides with a scorekeeper provided for each team. When the signal is given the first one on one side quickly gives his favorite slang expression. The minute he has finished the first one on the other side must give his favorite slang expression; then the second one on the other side, and so on down the line, the sides taking turns in giving their favorite slang expressions.

No one is allowed to repeat an expression that has been given. Any player who is not at once ready with a slang expression when his turn comes scores a failure for his team. The side which has the greatest number of failures to its credit must sing any song the other side asks for, whether they know it or not.

Poof!

This game is primarily an exercise for one's self-control. It is used to best advantage at a party for girls, giggly girls. They are divided into two lines, the lines facing each other. Each side has a teacher who is going to make a test of the will-power of the girls on the other side. The teacher from one side goes over to the enemy's line, all the girls of which line have filled their cheeks with wind. The teacher moves slowly down the line and as she passes each girl she uses her two forefingers to poke at the puffed-out cheeks, being allowed only one poke at each girl to see if she has enough control not to let the wind out of her cheeks. Every girl who lets her cheeks collapse gives a point to the other side.

After the list of fatalities has been taken the teacher goes home and the other teacher goes through the same performance on the other side. The team which has the fewest collapses gets a real prize.

C-John-t.

The rules of this game are exactly like those for a spelldown except that no vowels are allowed. In every case a speller must use his own name in the place of a vowel.

This is no laughing matter. Let any sceptical reader who has a name like Alexandria try to spell the word "irreproachable" in this perverted manner, and do it in a hurry.

Boomerang Conversation.

Without being told what is coming next, men are asked to talk to their partners for two minutes on any subject the hostess chooses. Perhaps it will be on "How a differential works."

At the end of the two minutes the hostess announces that time is up and that the ladies will now talk for two minutes on the subject, "The best way to make a clear soup."

At the close of this interesting conversation men are sent to sit on one side of the room, ladies sitting on the other while they all write an explicit account of their late conversations. These must all be signed and handed to the hostess at the end of five minutes. They are read aloud later on.

One prominent man in a western town hasn't yet lived down his desperate account of the remarkable information he *thought* he received from his partner!

Headwork.

Players are divided into two teams, members of which form two lines which face each other. The first one in team A names a letter. Immediately the first one in

team B must give the name of a river beginning with that letter and tell where it is located. He, in his turn, names a letter and the second one in line A must name a river beginning with that letter and is then privileged to name the letter which the second one in team B must use for the first letter in the river which he names. Failures to name rivers in the time it takes one's opponent to count to ten are noted and the side which has the most failures to its credit must do the stunt which the winning team names for them.

If a facetious player insists on naming letters X, or Q, or Z, in the hope that his opponent cannot name any river beginning with those letters, the tables may be turned on him by having the referee give his entire team the chance to name and locate a river beginning with one of those initials. If no one in his team is able to do so, the team gets a demerit of ten points.

Instead of naming rivers players may be asked to name cities or lakes or mountains.

Another way of playing this is to have a player on one side name a city or a river or a lake and have the opponent locate it.

Watchful Waiting.

This is played very much like Headwork. Instead of dividing guests into teams, however, each player is "on his own." Players sit about a table, each one being supplied with a small pile of cards bearing letters. In unison players turn up the cards which have been face down and as they turn them those who have turned up similar letters are opponents for the moment, each one trying to be the first to name some river beginning with that letter before his opponent is able to. The one who

succeeds may give a card to his opponent, the object of the game being to get rid of one's cards.

Again they may name cities, or lakes, or anything they choose.

Progressive Watchful Waiting.

Guests may be divided into small groups about different tables, each table requiring a different object to be named when similar letters are turned up. The one who first gets rid of his pile of cards "progresses."

Schoolroom Races.

Any races in which contestants must run to the blackboard and finish a word or a sentence or a picture or an arithmetic sum, are very appropriate for September.

Relay races in which contestants sit in rows of chairs placed like the seats of a schoolroom are also used to good effect. For example, the first one in each row may start the race by running around his row and touching off the second runner before he sits down, the object being to see which row can first run round its row of chairs.

Half a Quotation.

Guests sit in a circle. The leader holds a knotted handkerchief and when they are all ready she gives half a quotation and throws the handkerchief at some other guest who is then obliged to finish the quotation. Any guest who fails to do this must pay a forfeit.

Instead of finishing a quotation the handkerchief thrower may ask a geographical question which must be answered by the one at whom the handkerchief is thrown.

Lunch Hour.

The committee has prepared several slips with children's names written on them, being careful to make sure that there is a Jack for every Jenny, a Bert for every Bessie. The men draw slips out of one box while the girls draw their slips out of another. Then "teacher," who has a list of all the names which were put in the box and who has crossed off the names which were not used, calls the roll. The first letters determine who one's partner shall be. She calls out, "Johnny and Julia, step forward," and Johnny and Julia step. Next come Freddie and Freda, and then Roland and Rosie, etc., etc. If there is an uneven number present and they are not matched up evenly, the teacher pairs off the names left on her list at will. As each couple passes the refreshment table they must sweetly give their names to the committee in charge.

Ten to one the minister and his partner will be "Teddie and Tillie!"

Note the following adaptations:

1. See Nicknames. Use school children's names.
2. See Dramatic Partnership. Use trades.
3. See Wedding Music. School music.
4. See the Bump Reader. Minds are read.

CHAPTER IX

OCTOBER

For Either Large or Small Groups

Hallowe'en Hairdress.

In the invitations guests are asked to change the style of their hairdressing for the party. Anyone who does not make a drastic enough change in his hairdress is given a bit of assistance on arrival by the "helpful" committee. Men who part their hair on the side are gently but firmly helped to part it in the middle and wear it with a brilliant orange paper bow over one ear. Girls who have not followed instructions are given black headbands which are to be put on at awkward angles, together with yellow pompoms which must be put on with hairpins at very obviously wrong positions.

After they have passed the rigid inspection at the door guests are instructed by the doorman to wait in a certain darkened room until the other guests have arrived. The room has been made very dark, and there are no chairs. From time to time hideous noises "happen." No one is allowed to speak, so a sudden blood-curdling scream does not go by unnoticed! Water is dropped, trickle by trickle, from over a staircase to a pail down below. Manipulations on a piece of string attached to some resin in a tin can make a beautiful

noise. A sudden dropping of a tray full of tinware or a dishpan of broken glass has a soothing effect on the nerves.

After most of the guests have arrived they are invited to proceed with the party. They are led, single file, to the basement door through which each one must pass alone shutting the door behind him, the point being that the handle of the doorknob is charged with electricity. In a semi-blackness they are led through the basement over every conceivable kind of obstacle. The leader is wearing golashes and when they hear him stepping into a tub of water and think they have to follow suit there is consternation! He, however, after making as much of a splash as he can, shoves the tub of water aside and proceeds.

One of the guests near the front of the line is coached to scream shrilly on every possible and impossible occasion. Speaking of the power of suggestion—.

After the tour of the underworld they are led up to the room in which the party is to be held. If possible they should enter that room by crawling through a window and then be required to walk across the room backwards before the party can begin.

Inflated paper sacks are hung all about the room, in addition to the witches and black cats and moons and pumpkins. Faces have been drawn on these sacks in charcoal—very foolish faces, none of the features in any way resembling those of guests, of course!

Sacked.

Each guest is given a yellow sack which he is to put on his head, punching holes for the eyes, nose, and mouth. Charcoal and black crayons are applied so that

he may draw any facial expression he desires on his own face. When all the guests have put on their sacks they are to start shaking hands with each other, calling anyone whom they recognize by name. If a person's guess is correct he is privileged to mark a large X on the face of the one whose identity he guessed. The one who first gets his "face" full of X's is taken in hand by the leader and used as a victim later on.

An announcement is made to the effect that additional victims are to be gleaned from the ranks of those who do not continuously shake hands left-handed for the four or five minutes allotted to this event.

Hallowe'en Hospitality.

After the room has been fully lighted again guests are told to shut their eyes and go about shaking the left hands of other guests as though their lives depended upon it. Culprits caught with their eyes open or not shaking hands are made to be *mighty* sorry they were caught by being used as the contestants in "I See a Ghost."

Fated Spots.

Guests are told that there are certain spots in the room which are very unlucky; that no one but the chairman knows where they are; that they are to move around from place to place shaking hands with each other; and that when the leader's whistle blows they are to stand stock still, still grasping the hand which they had been shaking when the whistle blew. The leader then reads from her list: "The first unlucky spot is on the right-hand side of the piano." The man and girl standing there are requested to sing a duet and

sing they must. The handshaking then goes on as before, with a half-minute interval of handshaking before the second unlucky spot is named.

There should be about five of these unlucky spots, which will bring out five unlucky couples who are obliged to do some stunt which the leader has planned with malice aforethought. The real point of the game, however, is the very elaborate avoiding of the unknown while guests are violently shaking hands and trying at the same time to keep off an unlucky spot!

Terrific Tableaux.

Guests are divided into small groups each one of which is to prepare a caricature tableau, the more ridiculous the better. Some impromptu properties are made available as a means of helping a good cause. "Little Bo Peep" and her lost sheep are typical of the kind of thing that has great possibilities for a Terrific Tableau.

A magnificent prize is awarded to the winning group, the prize being as magnificent as a bag of molasses kisses can be made to look.

The Hand of Fate.

Partners slowly march past a paper curtain where each one is invited to grasp the three hands of fate, the leader's helpers standing close at hand to enforce the invitation. Guests are warned that if they drop anything they will be punished later. The first hand to come through a gap in the paper curtain (the room being darkened so that no one can see what the hands hold) has in it a very hot potato which the holder gently but firmly presses into the hand of the guest as he

shakes the hand of fate. The committee member behind the curtain wears a glove so that potatoes may be very hot indeed, with a fresh supply of even hotter ones always at hand.

The second hand of fate lovingly presses a very large, and very wet, and very cold oyster into the hand of each guest as he passes by; and the third hand of fate has dipped its finger tips in thick molasses, so its handshake gives assurance that it will stick closer than a brother!

The Witch's Cat.

As many of the girls as possible are seated around a sheet, each one of them taking hold of the sheet with her right hand leaving her left hand free for passing things. It is carefully explained that the Witch of Hallowe'en had a favorite cat; that as long as the witch lived her cat prospered; that at the passing of the witch the cat pined away and finally died from grief; but that certain "phases" of the cat had been preserved and would now be passed around under the sheet. As each part is passed the name of it is announced. It is also made clear that if any part is dropped the dropper will be heavily fined. The room is then partially darkened, all the men and extra girls crowding around the sheet.

The first thing passed is the cat's head, which is a ball of yarn with dull-pointed needles sticking through it for whiskers. When that has gone the rounds the tail is passed, a tail taken from a fur. Next the hide, a piece of fur; then the teeth, a set of false teeth; the tongue, a pickle; the eye, an oyster, and so on!

If at the end they are not all reduced to helplessness

from hysterical laughter, the last thing passed is the heart of the cat which is one of those creepy spiders, while someone who is gifted in that line emits a most blood-curdling meow!

The Bump Reader.

Two of the committee may work out a stunt with very little preparation, but with results that are worth a great deal of effort. One of them is to dress as a witch who is able to read the bumps on a person's head. The other is her manager who introduces her with a very profuse and elaborate introduction. The witch is then blindfolded and one of the worthy members of the audience is pointed at by the manager and asked to come to the platform. His name is not used, and there is very little talking done by the manager so that the witch can in no way tell from his conversation who is the owner of the head to be read.

The witch then proceeds to feel and "read" the head of the man on the platform. It is amazing how very good she is and what close hits she makes! She does not hesitate to put a "punch" into her readings, and brings in a great many good shots. The audience is amazed at her blindfolded cleverness! After a two minute reading this subject is dismissed and another one is pointed at and asked to come forward. This continues for four readings, the manager being very careful to make his choice of subjects seem casual. The truth of the matter is that he and the witch have carefully worked out a list of five people who are to be read, and have prepared the readings as well in order to make sure of the "hot shot!"

The witch can easily memorize the order in which

her four subjects are to appear. If there should be a slip-up and one of the subjects should not be willing to be read the manager says rather loudly, "Well, that's too bad!" and the witch knows that they have slipped up on one and that she is to slip up on her readings accordingly.

Palmistry.

It is always to the point to have a bona fide palmist at hand, as well as one who *professes* to know palmistry. After making much ado over the marvellous lines in the hand of some very prominent man she exclaims, "And your heart line shows that you are an awful flirt! Letting me hold your hand."

Domestic Difficulties.

Two or three men are asked to stand in front of the other guests. Each one of them is given a kitchen apron which is tied up around his neck. When this armor has been put in place each one is given a pint bottle of milk with instructions to open it using fingers only.

Never did performers of any kind have more sympathetic watchers.

Hallowe'en Fishing.

Guests are asked to stand in a line with elbows locked, men facing one way and the girls the other. The two leaders stand at either end, and when the line is ready, one of them calls across to the other, "Hello there, New York. How are you?"

New York answers that everything is going fine and wishes to know if Los Angeles has had any fishing of late.

“Oh, yes!” exclaims Los Angeles. “Look at the suckers on my line now!”

Bell Swat.

The two contestants are seated on the floor facing each other and with knees touching. Both of them are blind-folded, both have a little bell hung on a cord hanging around their necks, and both of them hold a swatter made of many newspapers folded together. At the signal they are to start swatting each other, being guided as to the whereabouts of the enemy by the sound of the bell.

The only disturbing feature of the game is that the director too, who referees the game and therefore must crouch very close to the two contestants, wears a bell!

Hallowe'en Feeding.

Three couples are asked to stand before the other guests. Then the men, who must at all times face the audience, are asked to take three steps back while the girls turn their backs to the audience and face their partners. Each of the girls has been provided with a pan containing ten whole English walnut meats. At the signal the girls are to feed their partners whose hands are held behind them, by throwing the nutmeats at them. The couple that shows the best aim, of hand and mouth, get a whole box of nutmeats.

As a word of warning to hostesses, however, we should add that no hostess should count on any one of these three men getting enough nutmeats to enable him to last through the party without a more assured supply of refreshments.

The hostess is in no way responsible for dilapidated eyes due to a poor aim.

The Hallowe'en Witch.

Guests make a circle surrounding the Hallowe'en Witch who is in the center. The witch has a cane, and after she has been turned around three times, in order that she may not know at whom she is pointing, she points her cane at someone and immediately gives her frank and free opinion of that person. After that player fully understands just what the witch thinks of him she passes to the right and points at some other player and gives him too the benefit of her candid opinion.

This continues until about ten players have been diagnosed by the witch. Though the witch has carefully thought out her different "opinions" beforehand, they appear to be entirely impromptu.

It will be just the minister's luck to have her point at him and tell him what she thinks of him for having deserted his wife and ten children in Alaska.

The Witches' Ride.

Four men are chosen as contestants, the four of them making two teams. The first one in each team is given a broomstick, and when the starting signal is given is to ride his broomstick to the goal and back and give it to the next rider.

Usually he is willing enough to part with it.

Shadows.

Shadow pictures, made by different groups of the guests in turn while their identity is guessed by those watching, make a very good Hallowe'en event.

Races.

See April Fool Races.

I See a Ghost.

This game is too familiar to call for a description. Every Hallowe'en party program should include it.

Tricks.

Tricks of every description, several of which are written up in other books, may be included in Hallowe'en party programs.

Refreshments.

Just before refreshments guests are told about the old and truthful superstition that if before eating one should sneeze, good luck is on its way.

Just at that time the committee very surreptitiously becomes active in blowing snuff all about the room.

Evidently plenty of good luck is imminent.

*For Small Groups***HALLOWE'EN PARTNERS****Be-witched Partners.**

The witch does her best—or her worst—in choosing partners. The men are lined up in one row and the girls in another, while the witch stands between them. The witch, who is blindfolded, walks down the men's line and touches a man, immediately going across to the girls' line and touching a girl. These two step out and become partners.

This continues until every one has a partner—for better or for worse.

Be-witched Hearts.

A large yellow moon is pinned on a curtain or drapery. On it the hostess has pinned the "heart" of every man

present, these masculine hearts being black (no implication whatever) and bearing their owner's initials in yellow chalk. Each girl is provided with a yellow witch and in turn is blindfolded, goes to the moon and pins her witch on some man's heart, or as near to some man's heart as she can come in her blindfolded condition.

That heart and the girl's witch are then taken off the curtain and the rest of the girls try their luck at pinning down men's hearts.

Spider Web.

It is up to each man to find the spider at the end of his web, a web having been prepared for each man. A number is tied to the end of the web. The webs are difficult to disentangle, being tied to the legs of furniture, to chandeliers, to other webs, etc. But it is worth the necessary trouble to find one's way to the end, for the reward is a number which corresponds with the number held by some girl, girls having been asked to pick a number out of a box at the same time that the men are asked to choose a web.

HALLOWE'EN FORTUNES

A barrel hoop is suspended from the ceiling, hanging low enough so that the guest of average height may reach it with his teeth. From it are suspended fortunes, one for every guest. Guests are blindfolded in turn, led up to this fortune hoop and asked to bite a fortune off the hoop.

Fortunes should include sticky apples which indicate a somewhat messy future; pickles, which of course foretell a lifelong matter of being in pickles; pieces of cake, which, although somewhat unpleasant to fish about in

the dark for, promise great luxury and a life of good things to eat; carrots, foretelling a call to the farm; rulers for school teachers; pieces of cloth for tailors; and last but not least, a nice red pepper for the one who is to have a very spicy time for the rest of his life.

It will probably take him the rest of his life to get the taste of red pepper out of his mouth!

If the guests number more than ten, fortunes should be hung on a line rather than on a barrel hoop.

Touch Fortune.

Guests are shown a tray on which three things have been placed, objects which will indicate future gifts. They are told that they are to be blindfolded and then asked to touch one of these fortune-telling objects. They are sent out of the room and are brought back one at a time to touch their fortune.

In the meantime, however, a cup of exceedingly sticky molasses has been added to the tray and as the groping fingers reach for some prize fortune they are thrust deep into the molasses.

No rules of etiquette which forbid the licking of one's fingers are enforced after this procedure.

Couple Fortune.

Just after partners have been chosen and are ready for refreshments the blindfolded witch again comes to the fore and tells their fortunes by couples. Couples are to line up in a column and starting with the first one the witch tells their fortunes couple by couple. She should prepare a list of fortunes beforehand and memorize them.

She may tell the first couple that within a month they

will be married to each other. This fits the individual case beautifully, especially if the first couple happens to be the hostess, fat and fifty, and young Jimmy Burns who is still in his teens and madly in love with the hostess' daughter.

Mirror Fortune.

Girls are taken to one room while men go into another. One by one the girls are brought to the doorway of the room in which the men are seated, the room being in darkness. As each girl in turn comes in she is given a mirror and a candle, told to take four steps backward and then look in the mirror over her left shoulder to see the man she will marry, or the one she should have married.

In the meantime the men have lined up and in turn are brought up to peer into the mirror over a girl's shoulder.

While we should hardly like to take the responsibility of pairing off these guests for life, we *are* ready to take a chance on pairing them off as supper partners.

Musical Fortunes.

The hostess has arranged a scale of fortunes which corresponds with the notes of the two middle octaves on a piano. Blindfolded guests strike one of these notes and then are publicly informed of the fate they struck for themselves.

Signs of the Zodiac.

These can be found in any public library and copied off on slips of paper.

Initial Fortunes.

There are several guaranteed ways of finding the initials of the man one will marry. Among them are the following:

1. To pare an apple and throw the peeling over the left shoulder, while other guests decide on what initial the peeling forms. Friends are usually only too eager to help perform this little act of friendliness.

2. Another way is to spear a pumpkin while blind-folded. The pumpkin has had letters cut all over its rounded sides, and the letters speared with the pin are without doubt those of one's future husband.

3. A third way is to fish for soup paste letters which have been put into water.

4. A fourth way is to melt lead and drop it into cold water.

Number Fortune.

Each guest draws a number out of a box. When they are seated each guest in turn tells his number to the hostess who reads aloud the fortune belonging to that number.

Progressive Fortunes.

Each guest is given a piece of paper at the top of which he writes his name folding it over so that it cannot be read by his neighbor to whom he passes his paper. When all slips of paper have been passed to right-hand neighbors guests are asked to write out a four word description of the owner's past life, fold it over and pass it on.

Next comes a four word description of the owner's wife, sweetheart or husband. Next, four words on what

they think of each other. Finally, what their future will be.

They are read at refreshment time, but *not* by their owners.

Analysis.

This is played like the game above except that players write only their names on the top of the papers, fold them and pass them in to the hostess who mixes them, again passes them out, and then asks for each player to write an adjective and a noun that will describe a person.

These too are read aloud and again, *not* by the people whose names are on the papers!

Infallible Fortunes.

Other absolutely infallible ways of telling fortunes include the following:

1. Wish over two wet apple seeds. Place them on the eyelids. The one which stays there the longer shows which wish will come true.

2. Each girl has two small candles placed in front of her at the supper table. She names them both. The one which burns the longest shows which "gentleman friend" will remain true the longest.

3. The same is true of tiny candles placed in nutshells and set afloat in a basin of water.

Cake Fortunes.

The usual fortune telling symbols are found in Hallowe'en cakes. They are as follows: A ring for marriage; a thimble for spinsterhood; a penny for poverty; and a tiny elephant for good luck.

Saucer Fortunes.

Symbols are placed in saucers and blindfolded fortune hunters put their fingers in the fortune they choose for themselves. Symbols are as follows: A piece of dough for a soft life; a thorn for a thorny life; clear water for a life of smooth sailing; soapy water for stormy sailing; an empty dish for spinsterhood; a toothbrush for a dentist husband; and a rubber band for a snappy life.

Some of these symbols as well as those for Cake Fortunes may be hidden in sand and guests required to shovel the sand for them.

Again they may be fished for by the fishpond method.

Candle Blowing Fortune.

Guests may be asked to blow out candles while blindfolded, each candle standing for a different fortune or future. Those blown out promise their particular fortunes to the "blower."

Fortunes may include a week in jail for speeding, and the like.

GAMES**Telltale Milk bottle.**

While guests sit in a circle a milk bottle is spun around just after some very pertinent (not to say impertinent) question has been asked. The one at whom the milk-bottle points when it stops is the answer to the question.

Questions may run as follows:

1. Who likes himself?
2. Who dyes his hair?
3. Who is the next mayor?
4. Who flirts outrageously.

Apple Bobbing.

Bobbing for apples in water has never gone out of fashion. Nor has the method of spearing apples with pins.

Hallowe'en Story telling.

This should be done in front of the fire of course. One of the guests is given a ball of yarn and as she slowly unwinds it she tells a weird story. As soon as she comes to the end of her piece of yarn, for the ball is made up of different pieces of brightly colored yarn, she gives the ball to her neighbor. He in turn must take up her story until he has unwound his piece. This continues around the entire circle, the last one being obliged to put a thrilling climax to the story.

Fagot Stunt.

Each guest is given a fagot which he, in turn, is to throw into the fire. While it burns he must do a stunt.

Toasts and Roasts.

Marshmallows are roasted on the end of long wires. Chestnuts are thrown in the fire to be roasted. If they jump outside the fire they foretell a long, unexpected journey. If they pop up and down they foretell a life of intense excitement. If they roast peacefully like all good chestnuts should they foretell a life of placid peace and ease. If they sputter life will undoubtedly be one spat after another.

Poor Pussy!

This old-fashioned game is used to good advantage at a Hallowe'en party.

Note the following adaptations:

1. See Blind Man. Instead of blindfolding players who are It for games like Blind Man use a paper mache black cat's head. They can be bought in any novelty store, and heavy pieces of black paper may be pasted over the eyes.

2. See Imitation. Each different "starter" makes a face at his neighbor. 1134,

3. See A Fabricated Santa Claus. Use a witch.

4. See Fortune Telling Eggs.

5. See Discard.

6. See April Fool Locomotion. Have contestants race blindfolded or backward.

7. See Ouch, and Gobble. Substitute "Meow!"

CHAPTER X

NOVEMBER

For Either Large or Small Groups

November makes one part of us very thankful for all our blessings and another part of us thankful for all the good things to eat that are inevitable, so a Thanksgiving party is made up of thankful stunts, those of the heart and those of the appetite.

Thankful Stunts.

The group is divided into smaller groups by using the grand march to bring the company up the room in lines, eight abreast. Each line of eight then forms a thankful family which is to prepare a stunt portraying the thing for which they as a group are thankful.

They are allowed to forage around for impromptu properties and at the end of ten minutes they are called out in turn to do their stunts before the others. Three judges pass upon them and decide which group appears to have the best grounds for being thankful.

Suggestions for leaders to offer groups may include these:

1. One group is thankful for its wonderful beauty, and its admiration of itself is amazing to say the least!
2. Another group is thankful for its strength and exhibits that strength in most astonishing ways.

3. A third group is thankful for its brains, and with a teacher to lead them on shows how extremely smart they all are.

Each group is to continue its stuntifying until the audience has guessed what that group thinks it has to be thankful for.

More Thankful Stunts.

This game is played exactly like the one above except that the different families prepare a thankful stunt depicting some quality which they are glad they as a family do *not* possess. Undesirable traits which are typical are as follows: 1. Meanness. 2. Pugnacity. 3. Pride. 4. Stinginess. 5. Rudeness. 6. Laziness. 7. Insolence. 8. Timidity 9. Sarcasm.

The committee will get the surprise of its life when it sees how thoroughly the guests will enjoy being as pugnacious as they please; as rude and as insolent!

Stormy Weather.

The grand march is used to get the guests lined up in eight lines, each guest taking plenty of room for himself. The leader tells them that a terrific storm has arisen and that if they are keen barometers they can sense the feeling of the storm. She will read weather reports to them and as she does this they are to pantomime the action of the storm. However, when she calls out the direction in which the wind is blowing they are to face in the opposite direction. For example, when she says, "The wind is blowing toward the east," everyone must face the west. When she says, "The wind is blowing toward the south," they must at once face the north. But when she says, "The wind is whirl-

ing!" they must spin around in a circle three times. And when she says, "The wind is variable," they must sway back and forth until she gives them another direction. All orders must be continued until another order is given. It is a good plan for the leader to demonstrate and then let them practice each movement before she begins reading the weather reports.

If the leader will prepare a weather report beforehand, one in which there will be plenty of action, this may be the funniest game of the evening. There is always the most ridiculous confusion when guests are supposed to face west but face east instead, and then have to be turned around by their neighbors. And if the leader will end her report by saying, "And the wind whirled (allowing them to whirl three times), and whirled (repeat), and whirled—" the game will end in helpless laughter and the speedy demise of the whirlers!

Gobble!

See Hooray! The rules for Gobble! are the same except that the players, who have chosen the name of some animal, immediately imitate the call of that animal when the leader's right hand is raised; keep silent when her left hand is raised; and imitate a turkey's "gobble gobble!" when both hands are raised.

Another way of playing this is to have the leader tell a story in which the names of barnyard animals are often mentioned. In each case those who have chosen or been assigned the part of a certain animal must rise and imitate that animal whenever its name is called. Whenever the turkey is mentioned they all must rise and "Gobble!" for all they are worth.

Thanksgiving Orchestra.

Still another way of playing this game is to furnish a Thanksgiving orchestra by letting each guest choose the part of some instrument of an orchestra. When the leader's right hand is directing the music everyone must play his instrument zealously, but woe unto the inattentive musician who keeps on playing when the left hand is up!

When the leader uses both hands for leading everyone must sing at the top of his lungs in addition to playing his instrument. Nearby neighbors having nothing for which to be thankful when this game is played.

Now You Bite It, Now You Don't.

Three delinquents who were the losers in some other contest are asked to show their ability to get a meal even under the most adverse circumstances. Strings have been tied to three apples, the other end of each string being tied to a wand or a broomstick handle. This broomstick handle has a heavy cord attached to its exact middle and this cord is fastened above to a chandelier or to a doorway. One apple is pointed out to each contestant as his own and it is up to him to eat his own individual apple, under no circumstances biting that of anyone else.

All the time they are trying to bite their apples the leader is swinging the wand that holds the apples so that it becomes a case of "Now you bite it, now you don't."

Ouch!

The leader is to tell or read a story while all the guests sit about informally. The story may be about

a Thanksgiving party and must contain the word "Ouch!" at very frequent intervals. Whenever that word occurs all guests must go down on their knees, assume expressions of great discomfort (which by the way becomes spontaneous all too soon), and cry out "Ouch!"

The storyteller should pause after each "Ouch!" in order to give her listeners plenty of time to assume the Ouch positions! The first three who protest that they can get down on their knees no longer are used as victims in some hoax or in some particularly ridiculous race.

The Rocking Chair Drag.

This is a contest primarily for those who wish to reduce—or who need to reduce—because of too hearty Thanksgiving eating.

Four couples and two heavy rocking chairs are needed for this event. There are two couples to a team, and the first couple of each team is given a rocking chair in which the lady is to sit and be rocked to the goal and back. When ready, the lady sits in the chair which faces in the opposite direction from the goal, the man grasps the back of the chair and at the signal starts dragging the chair and its occupant to the goal and back.

If they ever do get back the next couple goes through the same agony, and regardless of which team wins all four couples are given a big dish of ice cream.

Double Jerusalem.

Girls form two columns. They are asked to number off by twos, the twos facing in one direction and the ones in the opposite direction. Each girl is to put her

right hand on her hip. Men march around this double column and when the music stops they snatch at one of the hooked elbows. The man who does not get one must go and sit on the floor on the sideline.

One "elbow" is taken away from each line at every round, and one more bachelor added to the line on the floor at the sidelines.

Family Stunts.

Each guest is given a slip of paper which assigns him a part to play in one of the families at this great family reunion. He may be anything in his particular family, from one of the inevitable twins to the great grandfather. When all members of a family have found each other they are given ten minutes, plus some very impromptu properties, and are told to prepare family stunts. The family showing the most talent is allowed to sit and watch the less talented families run the very strenuous Spring Beauties Race, which is written up in the chapter on May.

Hidden Turkeys.

Six or seven of the guests, the number depending on the size of the crowd, are given small candy turkeys wrapped in tissue paper. They are to conceal them and to let no one know they have them. Guests are told only that certain other guests hold magnificent prizes and that the ninth person to shake hands with each of these unknown persons is to get a prize; that these prizeholders are to secretly count the people shaking hands with them and when the ninth person shakes hands with them just to make a mental note of it. After three minutes of violent handshaking the prizeholders are

asked to come out in front and announce their "ninth handshakers."

The magnificent prizes are then awarded.

Farmer and Turkey.

Guests use the grand march to form lines of eight. They are asked to hold the hands across their lines, but when the whistle blows to take a sharp quarter turn to the right and quickly take hold of their new neighbors' hands. Every time a whistle blows they are to do this, always turning to the right and always taking their new neighbors' hands immediately. A farmer and a turkey are chosen, it being the business of the farmer to chase the turkey, of course. The turkey is given a bit of a head start and then the farmer is after him, running up and down the constantly changing streets and alleys formed by the turning lines.

When the turkey is caught he chooses a new turkey and the farmer chooses a new farmer, the leader being careful to fill up the gaps made in the line so no breaks are made in the changing streets and alleys. No farmer is allowed to break through or tag through a line.

The Chopstick Chew.

Each of the two contestants is provided with a pair of chopsticks and a pan of baked beans. It is their business to start eating the beans when the signal is given, but they must eat them via the chopsticks.

A much more inhuman way to use chopsticks is to provide each of the two contestants with chopsticks and a pan of cranberries. Using their chopsticks the contestants are to carry the cranberries one by one to an empty pan at the other end of the room. The one who

first succeeds in this should be given the privilege of naming some stunt which the other fellow must perform.

Whistling Race.

Nine or ten women may be asked to "run" this race. Facing the other guests the first one starts to whistle any tune she knows. As soon as some one in the audience recognizes the tune and calls out the correct name of it, she may stop. A record is kept of the length of time she had to whistle before her tune was recognized.

Then the second one whistles until her tune is recognized, and so it goes down the entire line of contestants, in each case a record being kept of the time it took for the audience to recognize the tune being whistled.

The three whose tunes were recognized in the least time, are then asked to stand before the audience, the other contestants being excused. These three artists are asked to whistle their tunes through from start to finish, the only difficulty being that they are to do it at the same time. At the conclusion each one is given a fan. She will need it.

Thanksgiving Singing.

Just after refreshments, when some of the guests have finished and others have not, community singing is a very good means of getting everyone back into the spirit of the party for the last few events of the evening. At first the singing is just sketchy and rather general in character, but after most of the guests have joined in the group is divided into sections which are pitted against each other in competitive singing, a committee of judges announcing after each song which section was

the best. If the judges can make their decisions awful enough this can be made the funniest event of the evening.

The committee in charge should prepare a suggestive list of songs which include all the old favorites with a great many funny songs interspersed. Let the leader call for the oldest popular song anyone can remember and give a foolish prize to the one who produces it. "After the Ball Was Over" will prove to be quite new as compared with the old-timers that will be called forth!

Sing "John Brown's Body" omitting the last word. In the next verse omit the last two words; then the last three words and so on until all the words except "John Brown" have been omitted, the leader going through strenuous "leading motions" during the silences.

As a means of demonstrating the importance of attention the leader announces that his singers are to watch him closely and sing only as long as he sings, stopping the instant he stops, even though it be in the middle of a note. The owners of "hangover" voices are invited to come out and stand beside the leader.

As one last supreme effort, each group is assigned a different song which it is to sing at the same time every other group sings theirs. The group which the judges can hear above the other groups gets the blue ribbon.

As a closing song, let them all sing Liza Jane. The verses are sung sitting down, but in the chorus, each time they come to "Oh Eliza," every singer must rise, raise his arms and just whoop a long drawn-out "Oh Eliza!" sitting down again immediately, ready, however, to rise and whoop the next "Oh Eliza!"

*For Small Groups***Pork and Beans Partners.**

Each man takes a slip of paper out of a "partner box," while each girl takes hers out of another box. On these different slips have been written the names of certain articles of food which are invariably put together. After everyone has a slip Mr. Pork goes out to find Miss Beans, while Mr. Bread looks for Miss Butter, and Mr. Lamb hunts for Miss Mint Sauce.

When they all *think* they have found their right partners the hostess reads the correct list, thereby taking the joy out of life for Mr. Steak who tried to make himself believe that steak is invariably accompanied by mashed potatoes instead of fried onions, the steak being temporarily infatuated with Miss Mashed Potatoes and enjoying a tiff with Miss Fried Onions.

Sculpturing.

Guests carve faces out of apples and figures out of carrots. Only the latest modes in faces and figures are allowed.

Progressive Cranberries.

There are two couples at each table for this game, each couple being interested in spearing more cranberries with their joint hatpin than the other couple is able to spear.

Recipes for Happiness and for Health.

A prize is offered the guest who writes the best recipe for happiness using the letters of his name in turn for the first letters of each word. No one disputes the decision of the judges when they award the prize to Fred

Stelf whose happiness recipe calls for: 1. Fun. 2. Rainbows. 3. Eyesight. 4. Decorations. 5. Sleep. 6. Tea parties. 7. Laughter. 8. FOOD!

Recipes for health too, are enlightening.

Miniature Tenpins.

Clothespins are set up like tenpins and marbles are used instead of balls.

Clothespin Croquet.

Clothespins are set up on a table like croquet arches. Marbles take the place of croquet balls and they are snapped through the arches.

Table Tiddledewinks.

Races across the length of table with the discs used in Tiddledewinks furnish real excitement.

Left-handed Tiddledewinks.

The game is played as usual except for the very unusual rule of having to use the left hand only.

Circle Tiddledewinks.

Three concentric circles are the goal for a Tiddledewink contest. Points are made as in quoits, the one coming closest to the center winning one point each time.

Note the following adaptations:

1. See Egg Balance. Use apples.
2. See Wedding Music. Thanksgiving Music.
3. See Spring Flowers. Use Vegetables. For example: Pump-kin; toe-mate-toe; squash; let-us.
4. See Sticky Snowballs.
5. See Eating Contests.

6. See Various Resolutions. Give up food.
7. See Dramatic Partnership. Use barnyard calls.
8. See Flatheads, Pan Balance, and Potato Relays.

Use apples.

9. See Cherry Race. Use apples.
10. See The Vicious Donkey. Use a snappy turkey.

CHAPTER XI

DECEMBER

For Either Large or Small Groups

If it is at all possible let the committee provide strings of bells for the guests to wear around their necks all through the party, or if strings of bells are impossible, then one bell on a string for each guest. There never was a more Christmas-y sound, and grownups are just as eager to make a "joyful noise" as are children. Red paper caps, too, surely add a festive air, as do toy balloons tied to guests' shoulders.

The Christmas Grand March.

Each guest has been asked to bring some noisy ten cent gift securely wrapped in paper. When most of the guests have arrived they form a circle and at signal from the leader start passing their gifts to the right. At the hostess' whistle each one keeps the gift he is holding but does not open it. Instead, all the girls form in one line, and the men in another, the two lines separating and meeting at the rear of the room, coming up the center with partners. When everyone is nicely hooked up to a partner and they stand in double file down the center of the room, the order is given to open the gifts and demonstrate their worth.

No second bidding is necessary, for if there is anything grownups like better than making noise on a festive occasion, it is making more noise. To take care of this the leader starts a grand march, having them march up in twos and fours and eights and then form a single line, each one putting his right hand on the shoulders of the one in front of him. They march around the room in zigzag fashion, the music getting faster and faster until they are running as fast as they can, still keeping hands on shoulders—maybe—and working their toys as hard as they can! There will be no need of artificial urging for a more social spirit.

The Doll Sale.

The doll merchant demonstrates his dolls to the interested—oh, very interested!—onlookers. They are four or five innocent victims whom he picked out of the audience, or they may be people who deserve to pay a fine for being the losers in some contest. The merchant calls on them to “smile sweetly for the ladies,” to cry bitterly, to sing a little song, to say “Mama!” and “Papa!” as all good dolls do.

The audience votes on the best doll baby in the group and that none too flattered doll baby receives a darling little doll as a reward. Let us hope that he is a stalwart masculine person.

Safety Bells.

All around the walls of the room red paper bells have been pinned, some of them high and some of them low. There should be more bells than there are guests, but some of the bells should be pinned up so high that they will do the guests no good! When the music starts

guests are asked to walk around the room, there being no definite line of march, the only requisite being that all guests must keep moving all the time. Suddenly the whistle blows and everyone is to run for a bell. Anyone who does not have his hand on a bell by the time the leader's next whistle blows gets a seat in the center of the room.

When the (no, I won't say dumb-bells!) are plucked out of the group and seated in the center of the circle the game goes on as before, but in the meantime the committee has taken away three or four of the lower bells, which act will provide three or four more victims for the next round. Each time some of the lower bells are taken away, and each time the group in the circle is added to.

The last ten to be left in the race expect a prize, but instead they are invited to become the victims in the next game. Such is life!

Candle Steppers.

Four stout men are chosen to run this race. In front of each one have been placed four tall red Christmas candles in a row. These candles are lighted and contestants are asked to step over the candles in their rows, to get the measure of the necessary step. After they have practised they are blindfolded, and then told to start when the whistle blows.

In the meantime the candles have been removed. Imagine the mental stepping these stoutish racers go through in trying to step over tall, lighted candles blindfolded! But it is not their mental stepping that convulses the onlookers. Their entirely unnecessary physical stepping is enough to bring tears to the eyes of strong men.

Parcel Post.

Two men and a girl form a trio and there are two trios to each team. Each team is given a straight chair on which the girl is to sit while the men carry her to the goal and return. When the first team returns—if it ever does—the chair is quickly given up to the second trio of a team, which group goes through this same performance.

We are too humane to suggest their having to walk backwards in this fashion, but if the readers are not too humane to try it—that is hardly our affair.

Carnival.

Guests have been given toy balloons on their arrival and asked to fasten them on their shoulders. Just after refreshment they are given the privilege and invitation to break any other person's balloon. The one who can keep his balloon intact the longest gets another balloon as a prize. "To him that hath shall be given!"

The Lost Christmas Gift.

A kitchen table serves as the hunting ground for this elusive Christmas gift. A man and a girl are chosen as the hunter and the gift to be searched for. Both are blindfolded, put their hands on the table at opposite corners and at the signal from the leader start to move around the table, the girl trying to avoid the man while he is trying to catch her, both of them moving very slowly and being as quiet as possible in order to hear the other's movements.

The moment is inevitable when both are stealthily moving toward each other. The suspense on the part of the audience is as interesting to watch as is the chase.

At the "clash" which always comes as a huge surprise to both hunter and hunted, a new couple is chosen. This may continue through three couples, but while the fourth man is hunting for his "package" the blind-folder is taken off that package; she is quietly removed and the man's vain, furtive dashes and futile, stealthy movements create joy among the onlookers, to say the least!

Gift Exchange.

The guests have been asked to bring ten cent gifts wrapped up securely, and these gifts are collected at the door. After all the guests have arrived the men are asked to make a circle with all the girls in a circle surrounding them. If there are more girls than men (and there will be!) let some of the girls fill out the men's circle so that there will be an even number in each circle. Every man and every girl is given a parcel. The two circles are facing in opposite directions and when the music starts they march around the room with their parcels under their arms.

Suddenly the music stops and the whistle blows, which is the signal for all the marchers to stop and to make a deep bow before their partners, who in each case are the ones directly opposite them when the music stops. The partners then exchange gifts, open their parcels, examine their gifts and if they like them and want to keep them, drop out of the circle. If, however, one of them does not like his gift, neither one can drop out of the circle and they both have to wrap up their gifts, march around when the music starts again and exchange their parcels for some other gift. This continues until they are all satisfied, but in no case can a

player drop out of the circle unless his partner does too, for the number must be kept even.

Noisy gifts are usually *most* acceptable.

Christmas Toys.

Each guest is invited to draw a slip of paper out of a box, which slip will tell him to what family of toys he belongs. When everyone has his slip of paper the different families of toys are to congregate, the drums in one corner, the horns in another, the rattles, dolls, soldiers, wagons, and roller skates in another part of the room. Each group is to put on a stunt that will represent its toy, the group giving the best stunt being presented with the toy it represents.

Some of the stunts will be very simple, like that of the drum, while others like the mechanical dolls, whose gifts must be shown off, or the soldiers who must give a dress parade, will be more elaborate. A great pile of newspapers and bits of red paper and pins are made available. It is also made clear that any group may borrow anything it likes from any of the guests present!

Christmas Races.

Candle races of every description are suitable for Christmas parties, races in which contestants run with lighted candles in their hands, or in their mouths; or races to blow out lighted candles blindfolded.

Cooperation.

Players are divided into lines of equal length. The first player in each line is given five Indian clubs. At the signal he is to start placing his clubs in a straight line in front of him, the clubs equally distant apart, and the last club to be on the goal line. He then runs back to touch off the next runner who is to collect all five

clubs and bring them back to the third runner. This third runner is to again place them all as did the first runner, while the fourth runner collects them for the fifth. This continues until all the players of a line have run the race. The line which finishes first may name some race or stunt which all the losers must put on.

If a club falls down the runner must go back and put it up again before the next runner can take his place. Indian clubs are not always absolutely trustworthy!

For Small Groups

Fabricated Santa Claus.

This is the kind of a game which is infinitely more fun to watch than to play. The "racers" may be the losers in some other contest or they may have been the ones who had to pay a forfeit in some previous game.

A large sheet of white paper, at least three feet across, is pinned on a heavy curtain across the room from each one of the two competing teams, there being no more than six or seven in a team. The figure of an armless Santa Claus has been drawn in red chalk on the paper. Each contestant has been supplied with some "part" which is indispensable to Santa Claus. The first one may hold a paper eye; the next one an arm, or a shoe, or a cap, or an ear, or a nose, or a mouth. When the starting signal is given the first player in each line who has been blindfolded is led up to his Santa Claus and pins on the "part" he holds.

If it happens to be an eye we hope he pins it somewhere near where the eye should be, but it is far more likely to be pinned on the right heel! As soon as he

has pinned on his eye he takes off the blindfold and runs back to put it on the next player. This player in turn is led up to the Santa Claus, pins on his "foot" and gives his blindfold to the next player. So it continues until all the players of both competing teams have pinned on their eyes and ears and feet. The judges then decide which Santa Claus looks the most complete.

They will have a hard time! It is always a matter of deciding whether an ear looks less awful on a toe than it does on an elbow.

Man-made Gifts.

Out of the assortment of things—just plain *things*—on a table, guests are to make gifts for their partners, no one being allowed to give any advice or any help to said partner.

The material provided for these gifts should include empty match boxes; empty spools; brightly colored yarns; untrimmed hats; chewing gum; water colors; tacks and hammer; pins, paste; scissors; faded and gaudy ribbons, chiffon, and flowers; dolls; clothespins; cotton, adhesive tape; and empty milk bottles.

A wonderful variety of gifts should result.

Christmas Stockings.

Each guest is given a stocking which is made of some cheap material. He is to fill it and top off the contents with a bit of advice which he throws in free of charge as his personal contribution. Fillers for the stockings are the same kind of material as that named for Man-made Gifts, nuts and stick candy being added to the assortment.

Christmas Messages.

Players are lined up as for a relay race. The hostess

whispers a certain Christmas message to the leader in each row. Then when the starting signal is given these leaders turn around and whisper that message to the one directly behind them. He in turn whispers it to the one behind him, and so it goes to the end of the line. The last one in the line runs forward and whispers what he heard to the leader of his line. The row which first gets its message back to the leader wins that event—maybe. A great deal depends on how closely the resulting message resembles the one that left the leader! It is up to the hostess to decide which message came back the least garbled in the shortest time.

The line which wins four out of five events wins the game. No one is allowed to repeat a message or to whisper it loudly enough for anyone but his particular “receiver” to hear.

Guessing Gifts.

Several inexpensive fun-making gifts have been wrapped up and put in Santa Claus’ sack. Guests are to guess what is in each package. The one who first guesses correctly gets the gift and must open and demonstrate it before the other guests.

Not so good, when the package is found to contain a noisy horn.

No guest is invited to guess after he has received a gift. This may sound like superfluous advice, where grownups are concerned. Hostesses will learn that it is not!

The Gift Toss.

The same principle is used for this game, in this case, however, gifts being tossed at guests. As each

guest catches a gift he must open it, demonstrate its use and then drop out of the catching crowd.

Public opinion forces the mayor to demonstrate the lipstick he found in his catch, but it was malice aforethought rather than public opinion that forced Santa Claus to throw it straight at the mayor.

Grab Bag.

Gifts chosen from a grab bag too, must be demonstrated. Kid hair curlers do not add to Mrs. Stout's peculiar style of beauty.

Christmas Blind Man's Buff.

Every player but one is blindfolded. That one exception has a bell around his neck, which tells his whereabouts to those looking for him. The one who catches him is privileged to take off his own blindfolder and put the bell on himself.

Hidden Gifts.

Each guest is given a card which will bear directions leading to another card, which will bear directions leading to another card, ad infinitum. The last card of each guest's set of cards is not a card but a gift.

Gifts on Strings.

Gifts are attached to the end of a string, each guest being given a string and having to find his way through the maze in which the string is tied, to the gift at the end.

Volunteer Gifts.

Each guest is given a piece of paper on which is written, "My prize possession is my _____. I gladly give it to _____." He is to fill in these blanks, sign

his name and then pass in the slip when they are collected. They are taken in charge by the leader and in the lull after refreshments she reads them aloud.

They make choice reading! The prize possession of the minister who sings like a crow, is his voice, and he gladly gives it to the leading soprano. Miss Dale's prize possession is her "figger" (Miss Dale not weighing over two hundred pounds), and she gladly gives it to the poor!

Note the following adaptations:

1. See Courage.
2. See Wedding Music. Use Carols.
3. See Valentine Postoffice, and Valentine Hunt. Use Gifts.
4. See Fishpond. Fish for gifts.
5. See A Snappy Happy New Year. Use "Merry Christmas!"
6. See Be-witched Partners. Santa Claus replaces the witch.
7. See Dramatic Partnership. Men pantomime the action of toys.
8. See Tournament of Roses. Use "snowballs."
9. See Piggy. Use candy.
10. See Hooray! Santa Claus takes the place of George Washington.

CHAPTER XII

SUGGESTIONS TO LEADERS

Partners.

When a large group is being entertained it is always advisable to use "large methods" in pairing off guests with partners. The grand march is, of course, the easiest possible method, easiest not only because it handles a large group without difficulty but also because it is automatic in its pairing off. Every leader knows what question *that* takes care of! Guests are asked to line up in two lines facing the leader, men in one and girls in the other. The two lines separate, meet again at the back of the room and come up the center with partners.

Another very simple method is to have the men line up in one room and girls in another. When the music starts the two lines are to march into the main room where they meet, each guest taking the partner who comes to him in the line of march. "This sight unseen" method is very popular. Grownups are just as interested in the unknown as are children!

These two methods of getting partners illustrate the general principle on which a leader should work when arranging for partners in a large group, i.e., to use some method which will be of interest to the group as a whole rather than to just the two people involved in the partnership.

Dividing into Groups.

Methods of dividing guests of a large group into smaller groups should include the following:

1. Guests line up in two lines, men in one and girls in the other. The lines separate, march around the room and meet at the back, coming up the center with partners. The first two swing right, the next two left, and so forth, and when they meet at the back of the room they come up in fours. Next, four right and four left and then they come up in lines of eights. The eight people in each row form a group.

2. Divide guests according to similar first names; initials; the month one's birthday is in; the state one was born in; the street one lives on; professions; fictitious family names; similar numbers on tags or symbols of some kind.

When numbers are given out the leader should be careful to arrange for no more than ten players to a group. If there are not as many guests present as she had counted on she will again have to be careful to give out a limited number of the different numbers. For example, if there are about one hundred guests present, numbers should run up to ten. This will make for ten ones, ten twos, ten threes, and so forth up to ten tens, ten guests to each group. If the group is much smaller the numbers should run up to five, making for five in a group. Guests are to find other guests who hold the same number and form family groups.

It helps a great deal either to have signs in different corners of the room, under which signs the different groups are to congregate, or for the leader to announce the gathering place for each group.

It is always advisable to have a leader's assistant for

every group to help with suggestions, especially when stunts are called for. The action of every stunt must be continued until the audience has guessed what is being portrayed.

Circle Games.

When circle games are being played in small groups it is almost always inadvisable to have more than fifteen players to a circle except in such circle games as call for constant action from the entire group.

When any of the circle games listed under Games for either Large or Small Groups are being used in large groups, guests should form one large circle in order to avoid any division of interest.

Races.

The leader should be careful not to have too many contestants in races. For the races which are more interesting to watch than to run there should never be more than eight or ten contestants. For the races which call for all guests it is advisable to limit the number forming each team to either five or six couples to ten or twelve contestants.

Human posts or goals for each row of contestants add interest to any race. They usually add hazards as well!

The length of each racecourse will have to be determined for every race by the leader. If, after a race has started, she notes that the course is too long or too short to make for continued interest it is always advisable for her to interrupt the game; to either compliment or good-naturedly ridicule contestants and change the limits of the course rather than to have the race a failure because of a poorly judged racecourse.

"Quote" Games.

Where quotation marks are found enclosing the name of a game directions for that game are found in other books.

Adapting Material.

Leaders will quickly see how easily most of the games described in this book may be adapted from one month to another. In a great many cases it is merely a matter of changing a "symbol" and perhaps an exclamation. For example, The Shamrock Hunt may be used for a Thanksgiving party by substituting turkeys for shamrocks and "Gobble!" for "Hooray!" and it may be used for Hallowe'en by substituting black cats and "Meow!" Again, the game "Gobble!" may be used for Hallowe'en by using "Meow!" Headwork and Watchful Waiting may be used for Thanksgiving by naming animals or vegetables instead of rivers. They may be used for May by substituting flowers or birds or colors. Potato Jerusalem may be used for Hallowe'en by marking large yellow or black crosses on the floor, guests having to sit on these crosses when the music stops; and it may be used for September by using books instead of potatoes.

The following so-called symbols, most of them made of paper, make adaptations easy: January—cotton snowballs; February—hearts, hatchets, cherries, flags; March—shamrocks, pigs, snakes, potatoes; April—Easter bells, eggs, rabbits, green hearts, red shamrocks, pink witches, etc.; May and June—flowers; September—chalk marks, books; October—witches, black cats, yellow moons; November—turkeys, apples; December—Christmas bells, Christmas candies.

The following games are typical of the kind of game that is easily adapted by a change of symbols:

- | | |
|--------------------------------|-------------------------|
| 1. Red-eared Bunny. | 7. Noah's Ark. |
| 2. Chin Chin and Snub
Nose. | 8. Musical Egg. |
| 3. Flower Jump. | 9. Muddy March. |
| 4. Hearts and Flours. | 10. Leap Year Hunt. |
| 5. Emerald Isle. | 11. Colored Heart Hunt. |
| 6. Hearty Singing. | 12. Hidden Turkeys. |

Other games are adapted to different programs by changing their "subject matter." Chesty Spelling, Snappy Spelling, Dramatic Spelling, Train of Thought, Washington without Lincoln, Truth, Unlimited Vocabularies, and Boomerang Conversation may be localized by a rule calling for certain kinds of words or sentiments, i. e., Christmas words, valentine messages, names of flowers, etc., etc.

Still other games are more general in their application and may be used for any month. They are as follows:

- | | |
|-----------------------|--------------------|
| 1. School Discipline. | 4. Stormy Weather. |
| 2. April Fool Mixer. | 5. The Wreck. |
| 3. Spring Beauties. | 6. How Do You Do. |

Much of the material written up for Hallowe'en and for April is interchangeable.

Additional Out-of-door Material.

Almost any of the Mixers and games for large groups can be used for out-of-door evening parties. Many of the tricks, contests in which only a few contestants take part, and games for small groups can be used for the less strenuous out-of-door games.

Noah's Ark can be used to very good advantage as a picnic game if small pieces of white paper are hidden about the grounds.

All of the picnic events written up for men or boy players can be used for girls in athletic dress.

Campfire Games.

The following games, written up elsewhere in this book, may be used to supplement the Campfire material:

- | | |
|---|----------------------------------|
| 1. Ambitions. | 10. Quantity, not Quality. 120 |
| 2. I Am a Great Man. 29 | 11. Slang. 130-131 |
| 3. Penalty. | 12. Toasts and Roasts. 152 |
| 4. Complimentary Abbre-
viations. 44 | 13. Hallowe'en Storytelling. 159 |
| 5. Gymnastic Wedding. 75 | 14. Hallowe'en Witch. 144 |
| 6. Spring Has Come! 68 | 15. Whistling Race. 161 |
| 7. April Fool Spelldown. | 16. Gobble! 156 |
| 8. Kiss the Blarney Stone. | 17. Thanksgiving Orchestra. 161 |
| 9. Dizzy Mixup. | 18. No! 123 |

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adapt by -

1-Change / symbol

2-Subject Matter etc

Obstacles - 182-87.

buckets backs tumblers cups -
folding chairs boxes carry things -
Backward - back - sideways - hopping on one
foot - on newspapers - heel to toe - flopping
sawlike donkey - tiny little steps like Japanese
bottling galloping go shopping shaking feet.
riding broomstick Shaking head from side
to side nodding head churning gum, shortening
coast knock-kneed - toe out Jack-in-the-box
skating tip-toe hop - fly like bird breathing deep.
tickling floor arm exercises grand march
kicking pecking flowers turn around
stomps. Bean bag on head, balance pen tin
Rise on toes.

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